NEOPETS & DUNGEONS

Homebrew for D&D 5th Edition

SET 1: NEOPETS AND FAERIES

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Credits

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Preface

Around March this year, Neopets announced they were making a Neopets TTRPG with Geekify and the Kickstarter campaign would launch around the end of June. Of course, as any Neopets fan and as a TTRPG fan, I was excited. This project started as a way to funnel that energy into something productive, along with being a way to test out my pdf software. Both of those goals were reached, as you can plainly see.

This project exists to not overshadow or downplay the Neopets TTRPG, instead I made it to aid it's creation. In other words, to get people interested in the idea of a Neopets TTRPG through the familiar concept of D&D (which is by far the most popular system to play). Introducing new systems can be hard to both people who reguarly play TTRPGS and non-players.

Additonally, the TTRPG won't be released for a while. At the time im writing this, the Kickstarter hasn't even launched.

This is all to say, let me be the ramp to walk over and cookie you nibble as you wait for the Neopets TTRPG. Be sure to support the Kickstarter!

Introduction

In an unnamed star system, situated in the perfect spot to have the same time as Earth, lies Neopia. It is home of Neopets, petpets, petpetpets, and Faeries of all kinds. In this world you will find magic beyond your wildest dreams, weird food that probably shouldn't exist, and civilizations that drastically differ from eachother but co-exist somehow. From the peak of Terror Mountain to the molten city of Moltara, you'll find mystery, adventure, and peril in every corner of this odd little planet (or even beyond it).

The level of technology in Neopia is not exact, instead confined to specific areas. Adventures in Neopia take place entirely in the medieval-era of Meridell and Brightvale, the prehistoric plains of Tyrannia, or the Lost Desert. They may also take place over the entirety of the planet, traveling across different towns and cities that are all unique. Neopia can played on in any manner, suiting any desired location or concept.

This books holds everything you need to play the world of Neopia in Wizard of the Coasts' Dungeons and Dragons 5th edition tabletop role-playing game system. From over 55 species of Neopian to some Neopia-specific subclasses, backgrounds, and items. This book is a labor of investigation, lore-diving, and countless images saved.

What's Different from D&D?

Because we are retrofitting a pet game onto a medieval-themed tabletop roleplaying game, there are bound to be differences between the baselines of both games. These differences range from the inconsequential, the fact that Neopia is roughly modern, to the rules-altering, like the fact a majority of Neopet species can fly. If you plan to use any of Neopia mixing with baseline D&D aspects, keep these differences in mind.

Size

A majority of Neopet species are small. This makes it hard for most of them to wield heavy weapons, making them less effective melee fighters. Consider ignoring the rule that small races have disadvantage when using heavy weapons in combat. In a world where more creatures are small-sized, it makes sense there would be a larger market for weapons sized to their needs.

Flight and Hovering

In baseline D&D flight is a rare trait to have, typically only seen with Aarakocra, the fly spell, and monsters. However, in Neopia the ability to fly is mundane, a good number of species have this ability and colors like Faerie and Durigan give this ability. While the ability to fly in D&D is powerful because of it's rarity, afterall fighting a flying creature when you can't fly is hard, I believe it's more equaled in Neopia.

Due to the ease of flight, it's less likely a party will get stuck or trumped by a creature who can fly. Additionally, players who fly will have to get into attack of opportunity range to do melee and ranged weapons still pose a risk (along with making you a highly visible target). Ranged weapons or even a lucky melee hit can cause a flying creature to crash, making them fall prone from the shock. Dungeons and indoor spaces also don't let players fly freely, due to the space needed.

However, we must also think about how flight complicates theatre of the mind. Instead of a 2d grid, flight forces the DM and the players to think in a 3d space. This complicates battle creation, map making, and the concepts of fights for a lot of people, which is understandable. As a DM, keep flying characters in mind when designing fights, traps, and other obstacles. In a world where flying is common, the NPCS inside the world will think about them as a possibility.

Likewise, Hovering, as in you are literally floating above the ground and ignoring difficult terrain, negates a significant obstacle of D&D. The main trait that enables hovering in this book is Defying Gravity, which ignores non-magical difficult terrain. Characters will still be affected by terrain caused by spells or otherwise magical effects. Difficult terrain can easily made magical in a world where magic is commonplace. Additionally, difficult terrain isn't always stable. Sudden changes and shifts in terrain can cause issues for even the most stable of Kiko.

Otherwordly Locations

In the world Neopia, our party won't just be adventuring on land. There are areas to explore in the sea, outer space, the highest of mountains, and molten cities underneath the earth. Some species of Neopet have the ability to transverse these otherwordly locations with ease, such as those can breathe underwater or in space, while others will have more difficulty. However, there are also ways to get around these difficulties. Spells, such as water breathing, can help with going underwater, or perhaps there are specialized services offered by Maraquan or Molten Neopets to help them get into these areas. There are various ways to get around the issues that these locations create.

Additionally, you don't have to use these unique areas at all. Neopia has plently of land to explore already and some campaigns may limit the scope of Neopia to Meridell and Brightvale, as mentioned previously. The scope of Neopia is up to the DM and the party to decide.

Deities and Faith

The closest thing Neopia has to deities are the Faeries, extremely magical beings who can gift power and protect Neopia from an outside malevolent force. There are a few demi-gods, like Pongo Pongo or the Bringer of Night but they typically rule over small areas. The Faeries and the scattered demi-gods fall short of being traditional deities, being less mysterious and more straightforward in their goals, existing in plainview of every creature in Neopia.

However, the lack of “true gods” brings into question, how does Divine magic and Clerics work? Clerics, at least in Neopia, receive power through faith in Faeries and demi-gods and their ability to achieve their goals. This faith becomes an exchange of sorts, with both the receiver and the faithful neopet receiving power from it. This doesn’t differ greatly from typical clerics, though Faeries and demi-gods are much easier to communicate with directly than a traditional god.

Paladin and Warlock similarly work on a relationship type system, sometimes to a fairy and sometimes not. Paladins magic comes from a promise made in high sincerity, a magical bond to do something the Paladin considers right. Warlock, on the other hand, are severely connected to their patron in terms of power, being on a sort of forever Faerie quest. If a Clerics or Paladin's original object of faith disappears, their magic can still exist through faith, belief in something uncertain. However, a warlock's magic would disappear with the patron.

CHAPTER 1: RACES OF NEOPIA

In the world of Neopia, there are numerous species occupying every inch of the world. They are what makes Neopia, and Neopets, what it is. The sheer diversity between them and the imagination that each of them creates makes the mind wander. They range from small enough to fit in a human's hand to towering over the tallest man. In short, there's something for everyone.

This chapter presents the 55 species of Neopets , their color variations, and the Faeries of Neopia. Each are them distinct in their own way and living in different parts of Neopia. Due to the sheer number of them, each Neopet has been confined to a singular or a couple of pages and short summaries of what they are like. All of the lore is interperated from canon and noncanon information shared by the Neopets team.

The following trait is shared between all Neopets species, since they hold a common baseline between them compared to Faeries:

Age

Neopets reach adulthood and maturity roughly the same time as humans, living naturally up to around a century. However, there's countless ways to extend your life in Neopia, making centuries old neopians not uncommon.

Additionally, since Neopets are relatively moldable in every way, if you dislike your ability score increases but wish to play a certain species, you can replace your ability score increase with the following trait:

Ability Score Increase

When determining your character's ability scores, increase one score by 2, or increase 2 different scores by 1. You can't raise any of your scores above 20.

Common Languages

Language	Typical Speakers	Script
Common	Neopets, Faeries	Common
Tyrannian	Prehistoric Neopets	Tyrannian
Maraquan	Aquatic Neopets	Maraquan
Meridellian	Meridell, Brightvale	Altan
Archipelagan	Krawk Island, Mystery Island, Lutari Island	Maraquan
Qasal	Lost Desert	Tyrannian

Exotic Languages

Language	Typical Speakers	Script
Neovian	Haunted Woods	Neovian
Altan	Altador	Altan
Kreludan	Grundo	Kreludan
Faerie	Faeries	Faerie
Darigan	Darigans	Altan

Ack - ah - ra

"At home both on land and in the water, Acaras use their characteristic “toe-bean” feet to both run and swim. Resting on its head are a pair of flexible horns that give it a regal demeanour. An Acara is happiest when it’s swimming, diving, or hunting for underwater treasure!"
Acara Facts

Acara are from the Neopia Central area and it's surronding rivers and sea, building towns above and below water. Their towns can span entire river systems, acting as a core part of their economy. Because of this, they are particularly protective of their waterways, hostile to anybody who intentionally harms it. They are known to cohabitat with Lutari, Flotsam, Kiko, Koi, Quiggle, and Nimmo who normally share their desires.

They will block and dam certain riverways, moving water where it's needed. Some Acara tribes will do it specifically for farmers or droughted communities, if they are kind to them. Otherwise, Acara can be found in small hidden communities in the depths of the sea or the bottoms of lakes, or in floating cities on the waves of the ocean. Their societies are traditionally led by a female druid or cleric.

In other lands they are helmsmen, merchants, and fishermen, known for their athletic prowess and natural intuition with water. Some Acara actively refuse their aquatic prowess though, instead avoiding water entirely and landlock themselves. They're most commonly found in the colors Blue, Pirate, Faerie, Maraquan, and Water. Most avoid becoming the Magma or Fire because it complicates swimming.

Acara Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Acara love freedom and movement in life, happy to do nothing more than dive for the treasures from the depths of the sea, leaning on the gentler side of chaos. Acara communities are known to move every decade or so, following the lines of rivers and the sea edge.

Size
Acara, standing up, are between 2 to 3 feet tall and averages about 30 pounds. They get a slim figure from swimming. Your size is Small.

Speed
Your base walking speed is 30 feet and you have a swimming speed equal to your walking speed.

Amphibious
You can breathe in both the water and air.

Observant and Athletic
You have proficiency in the Athletics and Perception skills. Acara’s long, flexible horns help them hear underwater easier and they learn to swim fairly young.

Thick Fur
Adapted to the deep sea and lakes, you have resistance to cold damage.

Languages
You can speak, read, and write Common and Maraquan. Acara learn Maraquan quickly as their societies constantly interact with underwater creatures.

Eye - shah

"This graceful adept of magic and psychic manipulation boasts elongated leaf-like ears and sports a distinctive collar around its neck. Often drawn into space, the best gift you can give an Acara is a stroll beneath a starry sky!"
A Magazine

Nobodies quite sure where Aisha are from orignally, other than the reaches of space. Their species can be sorted into two groups: Space Aisha and Neopia Aishas. Space Aisha may have two sets of ears, psychic abilities, and gather on Neopia's moon, Kreludar, or on the Virtupets Space Station. They aren't shy to share their society or technology with Neopians, but some species are wary of them. They can be considered the first generation of Aisha.

Neopia Aishas share their parents apperance mostly, minus a set of ears. They have adapated to Neopia more and gather in mountaious regions, as they have the clearest view of the night sky. Some find work as scholars, astrologers, and magic users. The collars they wear are given to them on their 10th birthday, which is when they develop their psychic abilities.

Aisha Traits

Ability Score Increase
Your Intelligence score increases by 2.

Alignment
Most Aishas lean on the lawful side, due to their natural talent with magic and interest in the otherworldly origins of their kind. However, some can become too enthralled becoming more chaotic the deeper they delve into the interplanetary. They value other people and tend to be good more often than not.

Size
Aisha's average from 2 to 3 feet tall, from foot to head, weighing around 40 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Darkvision
Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Hearing
Thanks to your sensitive ears, you have advantage on Wisdom checks (Perception) that involve hearing.

Magic Psionics
You know the cantrip Mage Hand and when you cast it the hand is invisible. Additionally, you can cast Unseen Servant with this trait. Starting at 3rd level, you can also cast the Levitate spell with it.

You can also cast either of those spells using any spell slots you have of the appropriate level. Once you cast either spell with this trait, you can't cast that spell again until you finish a Long Rest.

Intelligence is your Spellcasting Ability for these spells, and you don't require material components for them.

Languages
You can speak, read, and write Common and one more language of your choice.

Alien Aisha

Some Aisha's come from otherworldly locations, or desire to embrace their alien origins, and are the Alien color. They have an extra set of ears that help improve their psychic abilities, giving them the ability to telepathically communicate. The only way to become Alien is to be from an otherworldly place, like space or another plane, or find an Alien Paintbrush.

Ability Score Increase
Your Intelligence score increases by 1.

Space Lungs
You can breathe normally in any environment (including a vacuum) and you have advantage on saving throws to resist harmful gases like inhaled poisons or gaseous breath weapons.

Psychic Resilience
You have resistance to psychic damage.

Telepathy
You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

Languages
You can speak, read, and write Kreludan.

Mutant Aisha

Compared to most Mutant varities, Mutant Aisha are an oddity with thick teeth and an extra two mouths. They don't have the normal benefits of the Mutant color, instead having their own.

Ability Score Increase
Your Dexterity score increases by 1.

Acidic Bite
You have sharp teeth that you can use to make unarmed strikes. When you hit with them, the strike deals 1d4 + your Strength modifier acid damage, instead of the bludgeoning damage normal for an unarmed strike. You can choose if you are doing this attack with your secondary mouths or your primary mouth.

Mutant Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Blumaroo

Blue - ma - roo

"Bouncing along with their tail,
they're hardly slow like a snail.
They love to bounce high in the tree's,
they can even bounce across the sea's."
- Celebrating Blumaroo Day by sparkleeze

If one were to describe Blumaroo in a word, that word would be "revelry". These bouncy creatures are full of energy and joy and can be found in most areas looking to spread their infectious feeling. Their tails are capable of holding their weight and act as a spring to launch them.

Orignally from Neopia Central, the majority of Blumaroo moved to Roo Island, an island off the coast of Neopia Central that acts as their capital. Visitors to Roo Island describe it as an amusement, with the economy focused on tourism and entertainment. The island is ruled by King Roo, a large blumaroo who helped invented Dice-a-Roo.

Blumaroo love games of chance, being their national pasttime. A typical day on Roo Island consists of work, followed by a nap, then games for the better part of the afternoon. Most Blumaroo follow this scedule, even after they leave Roo Island. Outside of Roo Island, they can be found in most civilizations, as messengers, entertainers, and merchants.

Blumaroo come in all the Basic Colors, especially blue, spotted, and polka dot, along with disco, plushie, toy, and jelly. They rarely become grey, because of their innate joy, or any of the metals, it makes it hard to bounce around!

Blumaroo Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment

Blumaroo are generally good, leaning on the chaotic side due to their endless energy and fascination with games of chance. However, they dont tolerate cheating of any kind. Their societies embrace minstrels, artists, and tricksters, leaving few who side with law.

Size
Blumaroo are 5 to 6 feet tall, weighing around 130 to 160 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Lucky
When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Reveler
As an embodiment of revelry, you have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument or gaming set of your choice.

Springy Tail
Your tail can hold your weight. Additionally, Your long jump is up to 25 feet and your high jump is up to 10 feet, with or without a running start if you use your tail.

Languages
You can speak, read, and write Common and one more language of your choice. Blumaroo enjoy indulging in new hobbies, and tend to pick up the languages used by their friends or in their line of work.

Joyful and Affiable

Blumaroo try to make friends with everybody, not willing to write someone off - especially if they're misunderstood by others.

Buzz - "People judge Buzz too quickly! Who doesn't like fresh fruit? Besides, they make great acrobats!"

Grarrl - "Grarrl make good friends and I can appreciate how they wear their heart on their sleeve. Couldn't hurt for them to laugh more, though."

Hissi - "They're beautiful, in a way, with their slick scales and long body. Their stories can captivate me for hours! I worry about how they look at me sometimes though."

Bor - ee

"As the Bori looked up at the darkening sky, a drop of water fell on it's snout. As more and more began to fell, the creature began to run, panicked. It had never felt such a thing so awful. It was cold, wet, and worse of all, it didn't seem to stop."
Bori and the Rainy Day

Bori were frozen under Terror Mountain for a long period to protect themselves from the Night Bringer before they were freed by Hannah the Usul. They are a naturally timid species, with their communities hiding themselves in underground cities made up of miles and miles of tunnels. If an unaware person were to find themselves in a Bori tunnel system, its unlikely they'd get out quickly without a guide or some luck. However, their claws aren't just for digging and they aren't hesitant to defend themself. Most Bori cities can be found in the area around Terror Mountain or similiar mountainous regions.

The Bori are incredibly capable miners, along with finely crafting all metals into beautiful works of armor, weapon, and tool. Any neopian can verify the quality of their work. However, they aren't keen to travel outside of their homes. Some enterprising Neopets make a career of traveling into Bori tunnels and trading with them.

For a Bori to travel outside as an adventurer they must feel incredibly brave or foolhardy to come onto the surface. Bori are commonly seen in the colors red, green, brown, yellow, and ice. They aren't keen on any color that makes them soft, making it harder to dig.

Bori Traits

Ability Score Increase
Your Strength and Wisdom scores increase by 1.

Alignment
Bori live in shared communities underground, giving them a natural affinity for the more lawful and organized. However, this can cause them to be slow to accept change.

Size
Bori are 2 to 3 feet tall at their full height, weighing a hefty 85 pounds due to their thick plating. Your size is Small.

© NEOPETS

Speed
Your base walking speed is 30 feet.

Darkvision
Adapted to living in caves and tunnels, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Armor
You have a series of tough plates on your back. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Claws
Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

Digger
You have proficiency in the Athletics skill and a burrowing speed equal to half your walking speed. Bori can spend hours digging and are considered some of the best diggers in Neopia.

Languages
You can speak, read, and write Common and one more language of your choice.

Brooce

"This penguin-like Neopet has a competitive streak and loves to show off its skills (especially its dancing prowess). Hailing from the snowy hills near Terror Mountain, Bruces can now be found all across Neopia, almost always adorned with their iconic bows."
Guide to Bruces

Bruce originate from Happy Valley on Terror Mountain, where they live in large groups. A solitary Bruce is rare, as they are highly competitive and enjoy sports. While most of them enjoy any sport, their body is specifically well adapted to winter sports played on ice or snow. At one point it's believed they could fly, but their wings are primarily used for balance. Their bodies are made for the cold and unless they are painted appropriately they avoid warmer climates.

Bruce towns use sports as a way to determine authority, with the best performing becoming leaders and decision makers in their society. It's also a major social event, giving everybody in the community a way to show their abilities and communicate. If an outsider wants to get some respect, the quickest way is on the ice! Even outside of their own communities, Bruce love to compete with other Neopets, causing strange bonds between Bruce, Grarrl, and Lutari populations.

Other than sporting events, Bruce are found being cooks, merchants, and socialites. A Bruce is most likely to be painted blue, yellow, christmas, fire, ice, or island.

Bruce Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Most Bruce are good, but the younger tend towards chaos and grow towards lawful as they age with experience. Their competitive nature endears them towards extremes, with Bruce being reckless, foolhardy, or a sore loser at worst.

Size
Bruce are 4 to 5 feet tall, weighing around 130 pounds. Your size is Medium.

Speed
Your base walking speed is 25 feet.

Cold-Inclined
You have layers of thick fat that give you resistance to cold damage.

Athlete's Passtime
You have proficiency in Athletics and the Performance skill. Bruce are naturally competitive and enjoy cold-weather sports like hockey, ice skating, and curling.

Ice Skater
Your feet and body are made to be on ice, moving on ice or frozen surfaces costs you no extra movement.

Hold Breathe
You can hold your breath for up to 15 minutes. Bruce aren't as good at swimming compared to other aquatic species, but they can exist comfortably underwater for a period.

Languages
You can speak, read, and write Common and one more language of your choice.

Buhz

"A Buzz's wings are made of a series of veins and membranes, making them very delicate. However, their lightness allows them to beat extremely quickly and maneuver in ways other flying creatures can't. A Buzz can propel itself in any direction, including backwards!"
Buzz Acrobatic Stunts

Buzz originate from Neopia Central and the surronding tropical islands. They are some of the smallest Neopets, living on a diet of fruit and nectar from the surronding foliage. They have a less than favorale reputation due to the loud, buzzing sound they make as they fly, often heard in the mid afternoon in rural areas, and their unique faces. They don't show emotion in the same manner as other Neopets, leading to misunderstandings between different species.

Buzz congregate in hives, built into trees branches or in the upper areas of caves. They are very protective of their homes, especially their children as Buzz children are grub-like creatures for most of their childhood. They raise their children communally, believing the more experiences a child has the more prepared they are for the future. Outsiders describe Buzz communities as inviting but odd, with a lack of privacy and personal space.

Buzz Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Despite their appearance, most Buzz are good-aligned and would rather avoid violence. They stray towards the chaotic as they enjoy pinching fruit from orchards and juvenile fun. However, it's not uncommon to see evil Buzz, suffering from abuse and aligning themselves with the fringes of society.

Size
Buzz are some of the smallest Neopians, with most standing 2 feet tall and the biggest barely hitting 3 feet. They weigh anywhere from 15 to 30 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Darkvision
From flying around in the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Flying Acrobat
When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Keen Senses
You have proficiency in the Perception skill.

Languages
You can speak, read, and write Common and BuzzBuzz, a language only Buzz speak that is spoken by beating their wings to create certain noises. They typically speak it inside their hives or across meadows.

CHIA

Chee - uh

"When I was lost in the mountains, an old Chia found me nearly frozen to death. She brought me in and fed me and she talked about her family to me even though I couldn't speak back. I couldn't believe my ears when she told me she had raised an entire nest of Eyrie chicks by herself!"
A Hissi from Meridell

Chia are the oldest of the Neopet species, believed to be some of the first settlers of modern civilization. Some scholars believe they evolved from plant species, citing their odd ability to take on the apperance of them rather easily, or a faerie creature called the Flosset, due to their similiar appearance. Neither of these theories have been proven yet, but regardless Chia are readily adaptable to mostly any enviroment. You can find them across Neopia, from Terror Mountain to Moltara.

Chia aren't normally found in single species groups, preferring instead to intergrate themselves into other communities. They will readily adopt other species children if found abandoned, leading to colorful family trees. The only species they avoid are Lupes, who enjoy hunting Chia. They are found in nearly every type of job, but they are drawn to cooking, adventuring, and artisan jobs.

Chia Traits

Ability Score Increase
When determining your character's ability scores, increase one score by 2, or increase 2 different scores by 1. You can't raise any of your scores above 20.

Alignment
Matching their unique openness to changing color, Chias tend to be good and value freedom over anything willing to protect their own and others. This draw for freedom can lead them to chaotic ends, choosing uncertainty over the structure of law.

Size
Chia are 4 to 5 feet tall, weighing around 125 pounds. Your size is Medium.

Speed
Your base walking speed is 25 feet.

Skill Proficiency
You gain proficiency in two skills of your choice.

Chocolate Allergy
When you eat chocolate or something containing chocolate, both you and the GM roll a d20. If you both roll the same number, you turn into the Chocolate color.

Languages
You can speak, read, and write Common and one more language of your choice.

Chia Pops

Chias are unique among Neopians due to their ability to change shape more easily. This ability is most notable with objects called Chia Pops, popsicle-like food that alter a Chia's appearance to adopt the look and qualities of a fruit, vegetable, or fungi.

Chia Pop Traits for:
Aqueena, Apple, Aubergine, Avocado, Chokato, Gooseberry, Juppie Swirl, Peach, Pear and Plum

Ability Score Increase
Your Charisma Score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Silly
You have an easier time entertaining people due to your silly appearance. You gain proficiency in the Performance skill, if you don't already have it.

Asparagus, Carrot, Onion, Potato, and Ummagine

Ability Score Increase
Your Constitution score increases by 1.

Vegetable Fortitude
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Plant Yourself Down
As an action, you can burrow into the floor and plant yourself if you are standing on natural terrain. While planted into the ground you have three-quarters cover but become restrained, blinded, and cannot move.

The only action you may take is to remove yourself from the ground as a bonus action. While underground, you have tremorsense up to 5 ft and have advantage on Dexterity (Stealth) checks to hide as a normal plant.

Banana

Ability Score Increase
Your Wisdom score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Classic Gag
Once per long rest, you can cast the Grease spell at 1st level centered on you, without requiring the material components for this spell. The grease does not affect you and appears as a mass of banana peels for the duration of the spell.

Blueberry, Grape, Pea, and Tomato

Ability Score Increase
Your Dexterity score increases by 1.

Size
Your size is Small.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Coconut

Ability Score Increase
Your Constitution score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Natural Armor
Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Durian

Ability Score Increase
Your Constitution score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Spiky Body
Your body is covered in spikes. Any creature that attempts to grapple you or escape your grapple has Disadvantage.

Distinct Smell
You have a certain smell coming off of you. You have Disadvantage when you roll a Dexterity check (Stealth) roll to avoid being noticed within 10 feet of someone.

Lemon, Lime, and Orange

Ability Score Increase
Your Constitution score increases by 1.

Vitamin C
You have advantage on saving throws against being diseased, and magic can't put you to sleep.

Juice Spray
You know the Acid Splash cantrip. Wisdom is your spellcasting modifier for it. Additionally, when you are hit by slashing or bludgeoning damage, you may cast Acid Splash against a creature adjacent to you as a reaction.

Pepper

Ability Score Increase
Your Constitution score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fiery Flavor
You can use your action to exhale destructive energy. It deals fire damage in a 15 ft. cone. When you use your breath weapon, all creatures in the area must make a Dexterity saving throw.

> The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.

The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

Pineapple and Thornberry

Ability Score Increase
Your Constitution score increases by 1.

Vitamin C
You have advantage on saving throws against being diseased, and magic can't put you to sleep.

Spiky Body
Your body is covered in spikes. Any creature that attempts to grapple you or escape your grapple has Disadvantage.

Sroom

Ability Score Increase
Your Wisdom score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Confusing Spores
You know the Infestation cantrip. Wisdom is your spellcasting modifier for it. When you cast Infestation using this trait, they appear as translucent spores.

Chomby

Chom - bee

"Hailing from the lush jungles of Tyrannia, the Chomby's chunky build and sturdy back plates are truly a sight to behold. However, don't be fooled by its size!. This voracious herbivore actually harbours a kind heart. Befriend one, and you will have a travel buddy for life!"
Chombytastic

Chomby are from Tyrannia, originating from the same period as Grarrl. They are large creatures, in comparsion to other Neopets, with some reaching massive heights with their long neck. They are herbivores and spend most of their day eating in order to gain energy. They are the natural prey of Grarrl and other prehistoric predators. To protect themselves, they gather in groups and travel together frequently. In the modern era, they still gather with their own kind more often than not, with indivudals considering each other family even if there is no blood relation. A Chombies family may consist of countless aunts, uncles, and cousins.

Their tough, powerful body makes them natural laborers, travelers, and guards, though they aren't keen on leaving their family unless they are specifically curious or forced to. Otherwise, they enjoy going into artisan trades or farming. Chombies are commonly seen in the colors yellow, blue, tyrannian, striped, camouflage, and island.

Chomby Traits

Ability Score Increase
Your Constitution score increases by 2.

Alignment
Chomby tend to isolate themselves, preferring the wilder parts of Neopia and refrain from standing firm ground on the matters of good or evil. Individuals are left to decide between the structure of law or the more chaotic.

Size
Chomby stand between 4 to 5 feet tall, though some grow up to 7 feet tall, and average about 200 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet. Your speed is not reduced by wearing heavy armor.

Natural Armor
You have thick leathery skin that helps protect you. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Shake the Earth
You know the Mold Earth cantrip. Once you reach 3rd level you can cast the Earth Tremor spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. A whole herd of Chomby have been known to cause artificial earthquakes.

Languages
You can speak, read, and write Common and Tyrannian.

Cybunny

Sigh - bun - ee

"Pawprints in the snow,
So faint you can hardly see,
A Cybunny's here.

Tall ears and small nose,
A super fluffy body,
The tiniest tail."
Snowprints by xrawr_grrx

Cybunnies are agile herbivores from around Happy Valley with thick fur and natural camoflauge for the snowy banks. They gather in warrens, a series of connected burrows underground. A warren is led by the eldest of the community, with the largest warrens reaching over 40 elders that dictate order. They are herbivores, preferring leafy plants over fruit. They hate to see someone go hungry, willing to feed others over themself, and have a cultural emphasis on finishing one's food.

Cybunnies are both quick and alluring, making them excellent scouts, thieves, and merchants. Outside of their warrens, they easily blend in bigger cities, taking over smaller sections of city as their own makeshift warrens. Cybunnies are keen to explore, making excellent adventurers with a hunger for treasure.

Cybunny Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Most cybunnies are lawful, organizing in well-ordered burrows, and good, knowing it's better to work together than fight alone. The few that are evil still gather with larger and more ferocious creatures, preferring to follow than lead.

Size
Cybunnies stand 2 to 3 feet tall, weighing around 30 pounds. Your size is Small.

Speed
Your base walking speed is 30 feet and you have a burrowing speed of 10 ft.

Hare-Trigger
You can add your proficiency bonus to your initiative rolls.

Lupine Perception
You have proficiency in the Perception skill.

Lucky Footwork
When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

Rabbit Hop
As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages
You can speak, read, and write Common.

DRAIK

Drayk

"Curiousity never killed a Draik."
Blue Draik, Neopets Trading Card

Draik originate from Meridell and are hatched from eggs. Their species is rare, as the eggs are routinely stolen and eaten by larger Neopet species. Their eggs routinely show up in Meridell vendor stalls, mistaken for something else or sold as a rarity. If they are returned back to their nest undamaged, no matter how long they've been gone, a Draik will hatch. From birth, Draik can fly and walk, but it takes years for them to be able to breathe fire.

Draik are adventerous from a young age and it's rare for a family of Draik to stay together for very long. If a community of Draik exists, they will travel around frequently and act as a mercenary group or adventuring guild. Otherwise, Draik will integrate themselves into existing societies, typically finding work as guards, laborers, and scouts.

Draik Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Draik are typically good, willing to protect others and their freedom. Those who tend toward law are knights, scholars, or paladins, embracing the code of order and truth. Those who drift toward chaos are wanderers, rogues, and tricksters. However, even the most chaotic Draik hate to see an innocent being harmed.

Size
Draik are between 3 and 4 feet tall and weigh around 45 pounds. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
From flying around in the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Brave
You have advantage on saving throws against being frightened.

Flight
Because of your wings, you have a flying speed equal to half your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Breath Weapon
You can use your action to exhale destructive energy. It deals fire damage in a 15 ft. cone. When you use your breath weapon, all creatures in the area must make a Dexterity saving throw.

> The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.

The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

Fire Resistance
You have resistance to fire damage from your thick scales.

Languages
You can speak, read, and write Common and Meridellian.

Elephante

Ellie - fant

"You don't know fear until you see an Elephante fly over you, knowing what must goes up must come down."
A Scared Buzz

Elephante are from the plains around Neopia Central where they gather in herds and travel long distances, completing trips from Terror Mountain to the Lost Desert. They can be found nearly everywhere, as indivudals split off from a herd and settle down. Culturally, they share a lot of what they own with eachother and consider it rude to not accept help from someone else. They have excellent memories and will revisit the same areas again and again.

Elephante like to engage in any ranged sport, like clay shooting or frisbee, using their trunks as the instrument. While their tiny wings may seem only ornamental, they can use them to fly short distances. They can be found in the colors Red, Purple,Brown Tyrannian and Cloud.

Elephante Traits

Ability Score Increase
Your Constitution and Wisdom scores increase by 1.

Alignment
Most Elephantes are good, known for their generosity and agreeableness. They are pragmatic, preferring law over chaos, and their good memory makes them excellent scholars, wizards, and teachers.

Size
Despite their elephant-esc appearance, Elephantes average 3 feet tall and weigh 130 to 160 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Limited Flight

As an action you can focus your energy and magic into your small wings. During this you cannot move or take any other actions. If you do so, You gain a flying speed of 15 ft. You can't use this flying speed if you're wearing medium or heavy armor and must land before the end of your turn.

Natural Armor
You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk
You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

Your DM might allow other simple tasks to be added to that list of options. It can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Ranged Expertise
When you score a critical hit with a ranged weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages
You can speak, read, and write Common.

Eye - ree

"Majestic and courageous, Eyries are fierce competitors whose pride and skills are unmatched. With mighty wings, these battle-tested aerial savants dominate both the skies and land. Despite their intense nature, they can be delightfully playful, often finding joy in friendly sparring matches."
Everything Eyrie

Eyrie originate from the areas around Mystery Island, perching on the cliffs and mountains facing the sea. Communities of Eyrie are typically small and territorial, being extremely protective of their area of influence. This activity allows small multispecies hubs to form rather easily, as the Eyrie keep out any dangerous creatures, allowing smaller creatures to move in and set up farms, towns, and trading routes. Some Eyrie territories even grow into cities, though the influence of the Eyrie weakens overtime. Some historians even argue that places like Neopia Central, Altador, and Meridell originate from Eyrie territory.

Eyrie, despite their apperance and powe, are rather playful and love engaging in playfighting, aerial acrobatics, and competition. They have a strong focus on strength in their culture, with many Eyrie becoming leaders, warriors, and guards across Neopia. However, they can also be found as scholars wizards, or explorers, being eager to learn and curious about the world.

Eyrie Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Eyrie are normally lawful, curious beings who have a strong sense of mortality. They are fierce protectors of their territory, becoming sort of a leader of the creatures they allow to exist within it. An Eyrie who is evil is no less orderly, commanding armies of minions with their size and power.

Size
Eyrie are the largest of the Neopia species, standing over 6 feet tall typically, though some can even reach 7 feet. Your size is Medium.

Speed
Your base walking speed is 35 feet.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Daunting Roar
As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages
You can speak, read, and write Common and one extra language of your choice. Eyries are curious beings, eager to learn new information and cultures.

Flot - sam

"The last ever dolphin message was misinterpreted as a surprisingly sophisticated attempt to do a double-backwards-somersault through a hoop whilst whistling the 'Star Spangled Banner', but in fact the message was this: So long and thanks for all the fish."
Hitchhikers Guide to the Galaxy by Douglas Adams

Flotsam were a prey species from the sea of Neopia with quick reflexes and speed. They are uniquely small, allowing them to group together in small caves or alcoves along the coast line. Most Flotsam live in Maraqua, or smaller sea-bound cities, with other aquatic-bound Neopets. Otherwise, if they aren't Maraquan, they live along the coastlines. Groups of them enjoy following ships leaving ports, which is seen as good luck by sailors.

Flotsam were almost eaten to extinction by Jetsam, until the population weren't enough to mantain the population of Jetsam and were forced to find other sources of food. Flotsam still have an innate mistrust of Jetsam, even if the days of prey and predator are waning.

Flotsam are rarely seen out of water, due to the fact to walk they need to balance on their fins or pull themselves along on the ground. The ability to hover instead makes the Cloud color a popular option for Flotsam.

Flotsam Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Flotsam, like many aquatic neopets, value freedom above all else, accustomed to the endless expanse of the sea. They are naturally anxious, due to their highly perceptive nature. They can be self-serving and cowardly if they feel threatened.

Size
Flotsam are small creatures, averaging 2 feet tall and only weighing 15 to 25 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet and you have a swimming speed of 35 feet. When you are on land, you walk on your back fins or drag yourself along on your stomach.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Hold Breathe
You can hold your breathe for up to 15 minutes at a time.

Deep Sea Swimmer
You have resistance to cold damage from diving deep into the ocean.

Underwater Senses
You have proficiency in the Perception and Investigation skills. Additonally, you have advantage on Perception checks when you are completely submerged in water.

Languages
You can speak, read, and write Common and Maraquan.

Gelert

Gell - ert

"Brusco stood in front of the throne rooms doors, his blade held firmly between his hands. He knew he was the last knight in the castle, the kingdom even, between the warlord and the throne. His grip tightened as the first Grarrl appeared. If the kingdom would fall, it would fall after him."
Dark Gelert Rising

Gelert can be found in every society and edge of the world, with varying tastes and moralities. However, one thing stays consistent; they are loyal. There's believed to be an ancestor shared between Gelert and Lupe, with Gelert domesticating themselves quicker. While both have courage, loyalty, and a similiar apperance, the Gelert is undoubtely smaller and less fit for the wild, rural life.

They mostly congugate in cities, creating big families that all follow a central set of beliefs. Professions are handed off to the next generation, with generations of craftsmen existing within one Gelert family. Most commonly you see Gelert working in blacksmithing, carpentry, and brewing trades, but they also are seen doing labor work and farming.

This loyalty to their beliefs, family, and allies can cause issues however, as Gelert feel the need to choose one over the other. Gelerts who try to create their own path are outcasted, seen to be betrayers to the ideas they hold so dear. This makes them less likely to be adventurers than Lupe, who are raised to be more independent.

Gelert Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Most Gelert are Neutral Good, being loyal to their allies above law and willing to put themself in danger to protect those they care about. They can easily adapt to law or evil, however, if a close ally shares that alignment. If they are betrayed or tricked, some close their heart off to others instead of risking the pain again.

Size
Gelert stand anywhere from 3 to 4 feet tall, weighing an average of 60 pounds. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Keen Hearing
Thanks to your sensitive ears, you have advantage on Wisdom checks (Perception) that involve hearing.

Gelert's Loyalty
If you miss with an attack roll or fail an ability check or a saving throw, you can draw on your loyalty to others to gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Brave
You have advantage on saving throws against being frightened.

Languages
You can speak, read, and write Common and one extra language of your choice.

Nor - boo

"Gnorbu stay out of the water, if they can, because their thick hair does not dry quickly. Instead of a traditional bath, Gnorbu prefer to roll around in dust to get debris and excess oil off of themselves. If they need a water bath, they prefer a basin to clean themselves with."
Gnorbu Mane Care

Gnorbu live in the plains and grasslands of Neopia, eating primarily grains and grasses. They are social creatures known for their cheerfulness and sense of humor. Their thick, coarse hair grows quickly and needs to cut reguarly to ensure it doesn't get in their way. Most material Gnorbu use is made out of their own hair, woven into fabric. They are taught young to cut their own hair and either use a loom or handweave.

Gnorbu crafts hold high value in Neopia markets. They are finely crafted and woven pieces of artistry that rarely make their way outside of Gnorbu communities. Even after a Gnorbu leaves their herd, they may return annually for the herd's Day of Shearing, where the entire herd shaves all of their hair together, to contribute their hair. A majority of Gnorbu find work as craftsmen, making finely detailed work in leatherworking, tailoring, and embroidery.

Gnorbu hold high regard to their hair, rarely letting outsiders touch the cut hair before it is woven. If someone other than the Gnorbu is allowed to cut their hair, it's seen as a sign of trust. If it's done without permission, it's a deep wound to a Gnorbu's pride.

A traveling Gnorbu settlement has few permanent structures, being mainly collections of tents and rug floors. Gnorbu are known to merge themselves regularly with Kyrii, Kau, and Moehog groups, both living in similiar enviroments. Kyrii specifically are useful to Gnorbu since they can manipulate shears easier.

Gnorbu Traits

Ability Score Increase
Your Wisdom and Charisma scores increase by 1.

Alignment
Gnorbu are predisposed to being good-natured and empathic. They enjoy entertaining others, even if they have to make fun of themself to do so. They are light-hearted, and rarely pull a trick or joke to be cruel to others. Even the most evil Gnorbu will socialize with others openly, even if it's for their own gain.

Size
Gnorbu are 3 to 4 feet tall, weighing 60 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Safety of the Herd
As long as you can see an ally within 15 feet of you, you have advantage on saving throws against being frightened or charmed.

Charismatic
You have proficiency in one of the following skills: Deception, Intimidation, Performance, or Persuasion.

Gnorbu's Lessons
You are proficient in using Weaver's Tools. Whenever you make an Ability Check involving Weaver's Tools, you can roll a d4 and add the number rolled to the total ability check.

Languages
You can speak, read, and write Common and one extra language of your choice.

Grahl

"Grarrls are scaly Neopets with tiny arms and two legs. Often putting their massive teeth on display, they take great pride in their immense physical strength and appetite. The best way to win a Grarrl's trust is to feed them; but be warned: they tend to devour anything in sight!"
Grarrls are Great

Grarrl are passionate, repitlian creatures from Tyrannia with thick, scaled skin and deadly sharp teeth. They can be quick to anger or aggression, especially if they haven't eaten recently, but also to tears or laugher. Their emotions and beliefs are big, rarely half-heartedly believing in something. Despite their savage reputation, Grarrl debate heavily about morality and philosophy, specifically how to measure strength.

Most Grarrl are part of tribes that are loosely connected via a chieftain and a collection of trade lines. Routinely, those tribes will compete with eachother, constantly moving around in a hierarchy. However, even if a Grarrl is far away from their tribes home, they will greet fellow allied tribe members warmly. Grarrl cities differ greatly, some tribes will build on top of remains while others will build their own. Tribes will form even in big cities, easily forming into mercenary groups or adventuring guilds.

Grarrl Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Grarrls enjoy destroying things and respect strength above all else, though ideas of what exactly strength "is" rage among Grarrl communities. They are generally chaotic, but can be any alignment.

Size
Grarrl are large creatures, standing over 6 feet tall and weighing 250 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet. Your speed is not reduced by wearing heavy armor.

Natural Armor
You have tough, scaly skin. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Big Eater

You gain nourishment from eating any organic material, regardless of its freshness or source. You may add your Proficiency bonus to Constitution saves to resist the effects of ingested poisons, as well as on Constitution saves to resist diseases caused by ingested substances (such as spoiled food).

Bite
You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hungry Jaws
You can throw yourself into a feeding frenzy. As a bonus action, you can make a special attack with your Bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages
You can speak, read, and write Common and Tyrannian.

Grundo

Grun - doh

"Through joining, they have been healed. Grief has been transmuted to joy. Loneliness to belonging."
Data from Star Trek: The Next Generation

Grundo are orignally from the planet Doran, but most of the population live on Neopia's moon Kreludor or the Virtupets Space Station. Centuries ago, most of the Grundo were kidnapped from Doran by Dr. Sloth and transported to the space station to serve as slaves under his rule. After it was discovered he sought to mutate the entirety of Neopia, the space Faerie stopped him and subsequently freed the Grundos. Despite this, a small population of them still remain loyal to Dr. Sloth for unknown reasons.

Now they own and mantain colonies on both the moon and space station, with the space station serving as their economical branch to Neopia's surface. Their communities are very close-knit, eager to mantain their freedom and the society they've created. Grundo colonies are very technologically advanced and intricate, made out of strong metals. It's relatively easy to get lost in one of them, without a helpful guide.

Most Grundos are naturally skilled in mechanical or technological work, from generations of being forced to create robots, computers, and weapons. Newer generations of Grundo desperately try to distance themselves from this tradition however due to it's origin. Grundo adventurers are common, curious to see the world they orbit around.

Grundo Traits

Ability Score Increase
When determining your character's ability scores, increase one score by 2, or increase 2 different scores by 1. You can't raise any of your scores above 20.

Alignment
Grundo are largely lawful, working together on the moon of Kreludor. Many of them are passionate about their continued freedom. Grundos from Kreludor or Neopia tend to be overly trusting while those previously under Sloth rarely trust, creating a divide in the species.

Size
Grundo are small beings, standing 2 to 3 feet tall and weighing 40 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Darkvision
From living in the depths of space, you can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Origins from Space
You can breathe normally in any environment (including a vacuum) and you have advantage on saving throws against harmful gases like inhaled poisons or gaseous breath weapons.

Tool Proficiency
You gain proficiency with the artisan's tools of your choice: smith's tools, alchemist's supplies, or tinker's tools.

Skill Proficiency
You gain proficiency in one skill of your choice.

Languages
You can speak, read, and write Common and Kreludan.

Mallow

Grundos have a unique color called Mallow, which makes the Grundo resemble a marshmallow. This color isn't very popular among Grundo as it lacks any limbs, severely limiting mobility. They hop everywhere and are smaller than the usual Grundo.

Ability Score Increase
Your Charisma score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

No Limbs
You don't have arms or legs but can use your mouth for most things. You cannot wield weapons with the Two-handed or Heavy properties. You can only wield Versatile weapons with one hand (or mouth) and cannot use more than one weapon or shield at a time. You can manipulate tools with your mouth and can cast all somatic components with them.

Workaround
You know the Mage Hand cantrip and can cast it as a bonus action. You can manipulate tools with it and cast all somatic components with it.

Ooey Gooey
When you are hurt by fire, your body softens considerably. As a reaction, when you are hit by fire damage, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob.

While you have a humanlike shape, you can wear clothing and armor made for a Humanoid of your size and you ignore your No Limbs trait. You retain this new form until you are damaged by fire damage again.

Mutant

Grundo were the first creatures Dr. Sloth tested his mutations on. This makes them the most stable of any mutant Neopet, growing bigger, stronger, and tougher. However, they are quick to anger. Grundos typically avoid this color, due to it's association with Dr. Sloth.

Ability Score Increase
Your Strength score increases by 1.

Size
You've grown around 2 to 3 feet. Your size is Medium.

Mutant Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mutated Health
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Hissi

His - ee

"The snake, slightly hissing, said, "There can henceforth be no peace between us. For whenever I see you I shall remember the loss of my tail, and whenever you see me you will be thinking of the death of your son.""
Aesop's Fables

Hissi originate from the deep forests and jungles of Neopia, tribal predators that rely on stealth to hunt. It's said Hissi hunters can wait for days for a prey to come along before they pounce. Hissi tribes are typically small, consisting of two to six families of Hissi. The Hissi will make a large central home in their territory under large trees or in branches, with the surronding territory their hunting ground. If a Hissi tribe is in danger, they will readily abandon their home.

Hissi tribes tend to be hostile when they get too near to one another, though tribes will merge with marriage or convenience. However, Hissi come together annually in a collection of tribes to trade stories, supplies, and tribe members. Despite their aggression, Hissi are excellent storytellers and performers, even if they're eager to exagerate.

Hissi Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Hissi rarely choose sides between law and chaos, believing both have their merits and tale to tell.

Size
Hissi are 3 to 4 feet tall when upright, but their entire body can be as long as 6 ft. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. While you are flying, you can't do complex actions with your hands like attacking or somatic elements for spells. However, your tail can wield one-handed weapons and attack as normal.

Unique Hands
You lack hands in a traditional sense. While in flight, you cannot wield weapons with the Two-handed property and can only wield versatile weapons in one hand. When not in flight, your wings function as your hands.

Hide and Seek
You have proficiency in the Stealth and Perception skills.

Languages
You can speak, read, and write Common and Archipelagan.

Mutant Hissi

Hissi are unique among mutants because their physical body doesn't change much other than growing a second head. This gives it a unique advantage over other mutants, who have to spend more time adapting to their strange new body. However, being able to argue with yourself causes a lot more problems in the long run.

Ability Score Increase
Your Intelligence score increases by 1.

Dual Personality
Your second head has its own mind, personality, name, and unique preferences or tastes. Its alignment may differ from your own.

Mutant Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Two Headed
You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Two Eyes Open
When you take a long rest, one head rests for 4 hours while the other stays awake and alert. However, your body must stay resting or doing minimal light activity to gain the benefits of a long rest.

Ixi

Ix - ee

"Well, come along! I've got two spears,
And I'll poke your eyeballs out at your ears;
I've got besides two curling-stones,
And I'll crush you to bits, body and bones.
That was what the big billy goat said."
The Three Billy Goats Gruff from Popular Tales from the Norse 2nd edition

Ixi are impish, hooved creatures that live in plains and meadows. They love to frolick, they love to leap, and they love to cause mischief. Many think they belong to the Faerie from how they spend their days, indulging and partying with eachother until night. They collect themselves in herds, with the biggest and bulkiest ruling as the leader. If there are disagreements, they are dealt by ramming eachother until one falls with their small horns.

Ixi are naturally magical, with many magic spells just melting off of them as they leap away. It's believed they once lived in Faerieland, with folklore saying they simply jumped cloud to cloud until they landed on the land below. They're not commonly seen in cities and towns, preferring the rural and the open over tight, cramped city blocks.

Ixi Traits

Ability Score Increase
Your Dexterity and Wisdom scores increase by 1.

Alignment
Ixi delight in living life free from the shackles of law. Most of them are good, but some enjoy causing mischief and havoc for their own delight. Ixi are led by their emotions and seek a good time first before anything.

Size
Ixi are 4 to 5 feet tall and weigh 100 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Ram
You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Cunning
You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Mirthful Leaps
Whenever you make a long jump or a high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

Languages
You can speak, read, and write Common and Meridellian.

Jet - sam

"Jetsam have a tradition of mosiacs, due to their durability underwater. Common subjects that appear are Jetsam warriors, war, and depictions of a grim reaper. The mosiacs of Jetsam can't be truly "seen" in photography, as the light of the ocean plays a key part in their composition."
Jetsam Art

Jetsam are predator species from the oceans of Neopia. Historically, they are known to have almost pushed Flotsam populations to extinction before the population dwindling start to reverse the flow. Jetsam populations are still reeling from the effect as they were forced to find more and diverse food sources. Modern Jetsam feed on a diet of aquatic petpets and plants, giving them a more rounded diet that requires less hunting.

Most Jetsam live in the city of Maraqua and live a less violent life than their ancestors. The newest generation has sought to redirect their ingrain aggression, through art, mercenary work, and sports. However, some Jetsam aggression force them outwards, becoming adventurers, or worse, criminals.

Jetsam Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Jetsam are inherently chaotic, driven by their instincts to fight and maim. They are passionate in whatever they do and love to compete. Despite their chaotic tendencies, a Jetsam makes a loyal ally and modern populations have mellowed out somewhat. Jetsam easily find work as guards, mercenaries, and any other job that requires some roughhousing.

Size
Jetsam, despite their fierce reputation, the largest of them only reach 3 feet. Your size is Small.

Speed
Your walking speed is 25 feet and you have a swimming speed of 30 feet. When you are on land, you walk on your back fins or drag yourself along on your stomach.

Darkvision
Accustomed to the deep sea, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious
You can breathe in both the water and air. Additionally, you also have resistance to cold damage.

Intimidating Presence
You have proficiency in the Intimidation skill.

Bite

You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Savage Attacks
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages
You can speak, read, and write Common and Maraquan.

Jub - jub

"On this Jubjub Day, who better to celebrate,
Than a Jubjub who makes Neopia great!
His name is the Shop Wizard and his powers are true,
If you need a deal, he'll find one for you!"
The Amazing Shop Wizard by catchinglights

Jubjub are small, armless creatures from the forests of Neopia that collect in burrows, caves, and under tree roots. Zoologists argue that Jubjubs share a common ancestor with Chia and Kiko, due to their similiar shapes and traits. Jubjub traditionally live in colonies, taking over the old burrows of Cybunny or co-existing with them. It's believed they evolved to not have arms to better fit in holes to avoid flying Neopets who would dive after them.

Jubjub rely heavily on magic to make up for their weaknesses, with young Jubjub learning it fairly early. The leader of a Jubjub colony is typically the most magically powerful, being wizards, sorcerers, and clerics. Otherwise, they rely on their uniquely dexterous feet to manipulate tools and objects. Recently, Jubjub colonies have begun to appear in larger cities, taking over abandoned neighborhoods and cornering the market on magical goods.

Jubjub Traits

Ability Score Increase
When determining your character's ability scores, increase one score by 2, or increase 2 different scores by 1. You can't raise any of your scores above 20.

Alignment
Jubjub are naturally shy creatures, hiding in close-knit communities within forests and plains. When they find each other, they'll stick together unless they have large moral differences. Most of them are good, with the most chaotic wandering out into the world to become wizards, wanderers, and minstrels.

Size
Jubjub are 2 to 3 feet tall, weighing around 30 pounds. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

JubJub Cry
As a bonus action, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Nimble Escape
You can take the Disengage or Hide action as a bonus action on each of your turns.

Workaround
You know the Mage Hand cantrip and can cast it as a bonus action. All Jubjubs are taught this spell to help them interact with the world more.

No Arms
You don't have arms but can use your feet as easily as your hands. You cannot wield weapons with the Two-handed or Heavy properties. You can only wield Versatile weapons with one foot and cannot use more than one weapon or shield at a time. You can manipulate tools with your feet and can cast all somatic components with them.

Languages
You can speak, read, and write Common and one extra language of your choice.

Coconut

Like Chia, Jubjub can also become the Coconut color. These Jubjub are common around mystery island, covered by a hard, hairy shell that floats on the water. They celebrate the demigod of coconuts and death, Mumbo Pango.

Ability Score Increase
Your Constitution increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Natural Armor
Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Garlic

Ability Score Increase
Your Constitution score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Evil Repellant
You have resistance against necrotic damage. Additionally, you can add +1 to attack rolls against undead creatures, like vampires or zombies.

Distinct Smell
You have a certain smell coming off of you. You have Disadvantage when you roll a Dexterity check (Stealth) roll to avoid being noticed within 10 feet of someone.

Halloween

Unlike other Halloween colors, Halloween Jubjubs aren't especially scary. Rather, they resemble jack-o-lanterns and can light up to see in the dark forests of the Haunted Woods.

Ability Score Increase
Your Charisma score increases by 1.

Shine
You can cast the Light cantrip centered on yourself. The light comes from inside of your body, illuminating your eyes and mouth. You do not require the material components for it.

KACHEEK

Ka - cheek

"Oh, what do I do? That mean old Balthazar keeps getting into my fields! And then... he EATS my Petpets! Nooo! I was raising them, caring for them, feeding them nutritious grass... all that work wasted. I had big plans for rack of Babaa on my dinner table too. Uh, I mean I love my Petpets! Balthazar should be stopped."
Samrin the Kacheek Shepard

Kacheek are meadowfolk from Neopia Central, hiding between the long grasses of plains and clearings. At first, they can be shy and hide from outsiders in their hidden villages, but frequent visitors to the forests near their home will notice them in their peripheal. They hide their towns in isolated parts of the forest, living in hollowed trees and in specifically crafted houses dug into roots. Jubjub and Buzz tend to exist in the same areas as Kacheek.

Kacheeks are a rare occurance in adventurering circles, preferring to hide away with the rest of their kind. If a Kacheek does leave it's community, it may have been kicked out, forced to leave, or intensely curious about the wider world.

Kacheek Traits

Ability Score Increase
Your Dexterity and Wisdom scores increase by 1.

Alignment
Kacheeks are calm, nonviolent creatures that are generally good. They hide in the meadows of Neopia away from the hustle of urban life. They are lawful, normally following druidic codes and the natural order. Because of their nonviolence, it's rare to see a Kacheek be an adventurer unless they have been banished from their home or forced out of it..

Size
Kacheek are around 2 feet tall, weighing 30 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Rural Life
You have proficiency in the Animal Handling, Survival, or Nature skill.

Speak with Smaller Beasts
Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

Languages
You can speak, read, and write Common and one extra language of your choice.

Mutant

When Kacheeks are mutated, they undergo an odd transformation compared to other mutants. Normally, a Neopet will either grow bigger or grosser, sometimes both. However, Kacheeks grow smarter. Their brains literally bulge from their head with power. This gives them psychic abilities, mainly the ability to speak telepathically to nearby creatures, and a thirst for knowledge.

Ability Score Increase
Your Intelligence score increases by 1.

Psychic Resilience
You have resistance to psychic damage.

Telepathy
You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

K - ow

"Thank you, pretty cow, that made
Pleasant milk to soak my bread,
Every day, and every night,
Warm, and fresh, and sweet, and white."
The Cow by Ann Taylor

Kau collect in herds in the larger plains of Neopia. A Kau's horns can grow up to 3 feet, from horn tip to tip, but they are contionously worn down through digging, fighting, and personal choice. Their horns grow in a variety of shapes, from the classic U shape to a broader, horizontal style.

Kau constantly rotate between grasslands through the year to maintain their food supplies of grasses, herbs, and other leafy plant life. Kau leadership is typically decided via a group decision, with specific arguments being decided via a physical butting of heads. Their herds give special importance to druids, knowing that their diets depend on the betterment of the natural world. If a herd outs a member for violence or betrayal, the horns of the guilty will be cut off. It's rare for Kau horns to grow back.

Kau Traits

Ability Score Increase
Your Strength and Constitution scores increase by 1.

Alignment
Kau exist in hierarchical herds that travel across Neopia and have a natural inclination for magic, predisposing them to lawful. Most of them are good with strong parental instincts. Kau who are adventurers may adopt their party as their herd.

Size
Kau are 4 feet tall, though some can grow to be bigger. Your size is Small or Medium, chosen when you choose this race.

Speed
Your base walking speed is 30 feet.

Horns
You have horns that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush
Immediately after you take the Dash action on your turn and move at least 20 feet, you can make one melee attack with your Horns as a bonus action.

Hammering Horns
Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to push that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Languages
You can speak, read, and write Common and one extra language of your choice.

Kee - koh

"Kiko Lake boasts beautiful views and excellent attractions both above and below water! Anybody looking for souvenirs should look at Kiko Lake Carpentry or Kiko Lake Treats. If you can't breathe underwater, try the glass bottom boat tour to get a peek at the village underneath the waves!"
Kiko Lake Travel Brochure

Kiko are an engima of a creature. They lack legs, instead floating above the ground. They are amphibious, able to exist both above and below water. Finally, they seem to have an odd relationship to magic with a natural resistance to spells and curses. Nobodies quite sure where they originate from or if they evolved to go into the sea or come out of the sea.

Most of them live around and near Kiko lake, a town that's both along the shore and below the water. Most of the Kiko live below the lake with the coastline serving as a tourism boardwalk. They have a cultural obsession with wearing bandanges on their body, typically a small pair of plasters.

Kiko Traits

Ability Score Increase
When determining your character's ability scores, increase one score by 2, or increase 2 different scores by 1. You can't raise any of your scores above 20.

Alignment
Kiko are chaotic beings with a close association with magic. They can be any alignment, showing no favoritism towards a specific one. For every good Kiko, there seems to be a bad one.

Size
Kiko are about 4 feet tall and weighs 50 pounds exactly. Your size is Medium.

Speed
Your base walking speed is 25 feet and you have a swimming speed equal to your walking speed.

Darkvision
Accustomed to swimming underwater, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious
You can breathe in both the water and air.

Defying Gravity
Instead of walking you glide above the ground, ignoring non-magical difficult terrain. While you remain within 1 foot of a horizontal flat surface on any solid ground, you can take normal actions and make normal attacks, and can move at your normal walking/running speed.

Cunning
You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Languages
You can speak, read, and write Common and Maraquan.

Chokato

Kiko, due to their chaotic nature, can transform into some unique colors typically only seen in Chias and Jubjubs. However, they may lack all the benefits as they mingle with the Kikos own magic.

Ability Score Increase
Your Charisma score increases by 1.

Silly
You have an easier time entertaining people due to your silly appearance. You gain proficiency in the Performance skill, if you don't already have it.

Garlic

Ability Score Increase
Your Constitution score increases by 1.

Evil Repellent
You have resistance against necrotic damage. Additionally, you can add +1 to attack rolls against undead creatures, like vampires or zombies.

Distinct Smell
You have a certain smell coming off of you. You have Disadvantage when you roll a Dexterity check (Stealth) roll to avoid being noticed within 10 feet of someone.

Halloween

Kiko share the pumpkin-like apperance of Jubjub when painted the Halloween color. They light up the Haunted Woods with their glow, floating like lanterns on the wind.

Ability Score Increase
Your Charisma score increases by 1.

Shine
You can cast the Light cantrip centered on yourself. The light comes from inside of your body, illuminating your eyes and mouth. You do not require the material components for it.

Maraquan

Maraquan Kiko are an oddity. They lose their limbs, instead becoming a shiny jewel-esc ball inside of a large shell. It's fairly rare to see them, since most of them will spend long periods of time sleeping at the bottom of the sea. It's even rare to see a kiko choose to become the color since it heavily restrains their movement.

Ability Score Increase
Your Constitution score increases by 1.

Swimming Speed
You gain a swimming speed equal to your walking speed. If you already have a swimming speed, add 10 ft to it. If you had a flying speed prior to becoming this color, you lose your flying speed.

No Limbs
You don’t have arms or legs but can use your mouth for most things. You cannot wield weapons with the Two-handed or Heavy properties. You can only wield Versatile weapons with one hand (or mouth) and cannot use more than one weapon or shield at a time. You can manipulate tools with your mouth and can cast all somatic components with them.

Workaround
You know the Mage Hand cantrip.

Shell Defense
You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can’t increase, you have disadvantage on Dexterity saving throws, you can’t take reactions, and the only action you can take is a bonus action to emerge from your shell.

Coy

"In the depths of Maraqua, the agile Kois swim with their delicate tails and versatile fins that double as arms. They are natural innovators with a knack for crafting clever inventions to simplify their underwater lives. If there's one thing they can't do, it is saying no to a treasure hunt!"
The Koi Pop-Up Book

Koi originate from Maraqua, the underwater city of Neopia. They are small, graceful fish with long, fluttering fins. They are known for their cleverness and intelligence, being the creators of several aquatic petpet species and utility fish, a robot-like fish that acts as tools for them. In Maraqua's long history, most of the rulers have been Koi and it's believed the city was founded by one. After the orignal Maraqua fell, most of their utility fish and the methods of making them were lost. The Koi almost became extinct alongside them in the fall of old Maraqua, survived by those that escaped and the ones living on land.

In the new period, Koi have slowly began reconstructing their numbers and Maraqua, not yet recovered from the loss of their great city. New Maraqua lacks the advanced technology of the old city, instead being made of shells and coral. Koi are not usually keen on leaving Maraqua, but there are populations of them living around Neopia.

Koi Traits

Ability Score Increase
Your Intelligence score increase by 2.

Alignment
Koi trust in law, with most koi drawn to being inventors, scholars, engineers, sages, or investigators. Most rulers of Maraqua have been Koi in the past as well. They are curious, eager to learn about other people and new situations.

Size
Koi tend to be around 2 feet tall with the biggest reaching 3 to 4 feet. Your size is Small.

Speed
Your base walking speed is 25 feet and you have a swimming speed of 30 feet.

Amphibious
You can breathe in both the water and air.

Aquatic Study
You have proficiency with either the Animal Handling, History, or Nature skill.

Friend of the Sea
Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

Tinker
You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

At your DM's discretion, you may make other objects with effects similar in power to these. The Prestidigitation cantrip is a good baseline for such effects.

Languages
You can speak, read, and write Common and Maraquan.

Core - bat

"The baby bat
Screamed out in fright,
'Turn on the dark,
I'm afraid of the light.'"
Shel Silverstein

If you hear a flapping in the wind while you walk around at night, it's probably a Korbat. Korbat are small, nocturnal creatures with wings that exist on a diet of fruit and Petpetpets. They gather in colonies in caves and other dark places during the day where they hang upside down to sleep using their tails. They naturally live in the Haunted Woods, but can be found anywhere there's caves.

Despite their unique choices in scedule and sleeping postion, they are outgoing when in good company. Korbats are known for providing shelter to lost and hiding Neopets, welcoming them into their caves and homes. Although they are naturally nocturnal, they can adapt to be awake during the day. Larger cities have issues where colonies of Korbat will move into abandoned buildings and occupy them without anyone knowing.

Korbat Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Most Korbats are good, despite their vampiric appearance, and lean on the chaotic as they enjoy mischief and playing. Korbats who join groups tend to be more lawful, while those who prefer to fly alone are more chaotic. Buzz and Korbats tend to get along, flying in the same areas and enjoying the same things.

Size
Korbats are between 4 to 5 feet tall and weigh only 50 to 80 pounds. Your size is Medium.

Speed
Your base walking speed is 25 feet.

Darkvision
From flying around in the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. While you are flying, you can't do complex actions with your hands like attacking or somatic elements for spells.

Bite
You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d4 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Night Flyer
While many believe Korbats use their ears and echolocation to perceive at night, their nose is actually the best sense. You have proficiency in the Perception skill and have advantage on Wisdom (Perception) checks dependent on smell.

Nimble Escape
You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages
You can speak, read, and write Common and Neovian.

Koo - gra

"Tyger Tyger, burning bright,
In the forests of the night;
What immortal hand or eye,
Could frame thy fearful symmetry?"
The Tyger by William Blake

Kougra come from the deep jungles of Mystery Island, preying on smaller Neopets and petpets. Their bodies are muscular, primarily in the limbs. They are ferocious hunters, creeping along in the underbrush before they leap out. Kougra are solitary by nature and prefer to intergrate themselves into standing societies. Kougra have a bad reputation among smaller Neopet species as they love to play with their food to the point they will let prey run away before chasing it. In modern Neopia, they've adapted to a mainly plant-based diet. However, their reputation sticks around.

Kougra love to fight and tussle. Wrestling is a popular sport between them, alongside other combat sports. They will fight eachother sometimes to handle arguments, believing anger comes from pent up energy rather than hatred of someone. They enjoy martial arts, specifically Capoeira for it's energy and mixture of dance-like movements. Otherwise, Kougra can be found as hunters, craftsmen, and day laborers commonly. Their muscular body, endless energy, and size make them ideal for adventurering too.

Kougra Traits

Ability Score Increase
Your Strength and Dexterity scores increase by 1.

Alignment
Kougra tend to be chaotic, as they let their impulses and desires guide them. They are rarely evil, looking out for their own self interest rather than a true intent to harm.

Size
Kougra are around 4 to 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Cat's Claws
You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talents
You have proficiency in the Perception and Stealth skills.

Feline Agility
Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Languages
You can speak, read, and write Common and Archipelagan.

Kraak

""Don't let the shore be forgotten!" The strange Krawk then hands you a Forgotten Shore Map Piece."
Governer Gavril McGill Random Event

Krawk come from the area called Krawk Island, an island known for it's piracy. Krawk evolve from a petpet of the same name after eating a special fungi from Krawk Island. Most Krawk's make the journey to the fungus cave at the age of 15, acting a pilgrimage to represent their maturity. Krawks come from all across Neopia to reach the fungus cave, hoping to evolve. After evolving, Krawk will intergrate themselves in the nearby Krawk Island or return home. They can found all around Neopia because of this pilgrimage, settling down as they please.

Krawk Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Krawk tend towards chaos, living for their own self interest and desires. If a Krawk develops an affinity for law, it usually is in a leadership role as a captain, a guard, or some form of lawmaker. Despite their chaotic tendencies, they are loyal to those loyal to them and rarely betray a friend.

Size
Krawk start small and grow up to 4 to 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Bite
You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Natural Armor
You have tough, scaly skin. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Craftiness
You have proficiency in one of the following skills of your choice: Arcana, Investigation, Medicine, Sleight of Hand, or Survival.

Languages
You can speak, read, and write Common and Archipelagan.

Mutant

Krawk grow an extra pair of arms when mutated, giving them a unique advantage over any other color or even mutant. These new arms tend to be weaker than the primary ones and it takes a while for the new Krawk to adapt.

Ability Score Increase
Your Stength score increases by 1.

Mutant Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Secondary Arms
You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Kyrii

Ki - ree

"When a Kyrii is sick, their hair will be the first signal. A healthy Kyrii's hair is slick and silky, with a shine to it. When they get sick, it frizzes and puffs so they appear larger to ward off predators. Most are embarrased by this odd trait."
Sick Kyrii

Kyrii are slim, social Neopets originating from the forests and jungles of Neopia. They gather in traveling packs led by a chief, typically the oldest or strongest Kyrii. A typical Kyrii pack live communally in a series of caravans or tents that are easily movable, camping out on the outskirts of towns and cities. They will hire Kau, Tonu, or Eyrie to pull their caravans; otherwise they have the largest of them pull them. Kyrii are also drawn to life at sea, gathering as packs in ships either as pirates or merchants.

Although they will gather in packs of only Kyrii, they willingly intergrate with other species and love talking, engaging with others, and entertaining curious Neopets in their camps. Culturally, it's seen as a taboo to refuse a guest, even when it's someone you dislike or hate. If a Kyrii, or a group of Kyrii, does settle done somewhere, it's probably because they have a lot of friends nearby. Kyrii most often intergrate Gnorbu, Kau, Eyrie, and Ixi into their packs (or vice versa).

In truth, the only way to get on a Kyrii's bad side is to mess with their hair. Their long, silky hair goes from their head to their tail and they are very proud of that fact. Their hair gets tangled easily and requires frequent upkeep and care. If you mess with a Kyrii's hair, you have an enemy for life. Gnorbu and Kyrii will help eachother care for their hair, due to the similiar texture and complicated care scedules.

Kyrii Traits

Ability Score Increase
Your Charisma score increases by 2.

Alignment
Kyrii are incredibly social creatures, most of them are good natured. They collect allies easily and can be found nearly everywhere. The more chaotic Kyrii tend to be young and curious about the world, becoming wanderers before mellowing and settling down.

Size
Kyrii are between 2 to 3 feet tall and weigh around 30 pounds. Your size is Small.

Speed
Your base walking speed is 25 feet.

Charismatic
You have proficiency in one of the following skills: Deception, Intimidation, Performance, or Persuasion.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Apple Allergy
You have an allergy to apples. If you consume anything containing apples, roll a constitution saving throw. If you fail, you develop Itchy Scratchies.

Languages
You can speak, read, and write Common and one extra language of your choice.

Lenny

Len - ee

"To light a candle is to cast a shadow..."
A Wizard of Earthsea by Ursula K. Le Guin

Many scholars believe that Lenny, out of all Neopets, were the first to speak. They are intelligent, cunning, and curious about the world, both the magical and non. They have long, slender bodies with wide wings and a thin pointed beak. Due to their body shape, theyre naturally weak and clumsy. Additonally, they can't fly as well as other bird-like Neopets can. It's believed their long legs were orignally for walking through rivers and shallow lakes for fish.

From a young age, Lenny are creative in their thinking with toys made for them having a puzzle element to them. They learn magic young, quick, and throughly. The greatest and worst wizards of Neopia have been a Lenny. To see a Lenny community in the wild is rare as most of them have intergrated themselves into the major cities. Most academic and magical circles will have generations of Lenny in them.

Lenny Traits

Ability Score Increase
Your Intelligence score increases by 2.

Alignment
Lenny are drawn to extremes, making a choice for one side or the other between Good and Evil. They're naturally drawn to law, being highly magically intuitive creatures, but this same intuition can cause them to rebel into chaos.

Size
A Lenny stands 4 feet tall with a tall, slender build. It's a common myth that the longer a Lenny's legs are, the more intelligent they are. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Flight
Because of your wings, you have a flying speed equal to half your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. While in flight, you can't do complex actions with your hands like attacking or somatic elements for spells.

Magic Cunning
You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Magic Knowhow
You know one cantrip of your choice from the Wizard spell list. Intelligence is your spellcasting ability for it.

Languages
You can speak, read, and write Common and one extra language of your choice.

Loop

"This prowling, brave explorer of a Neopet is a Lupe! Its fluffy nose keeps it hot on the scent, while its devoted demeanour is a boon to any owner or friend who values loyalty. Lupes can often be found at night intently gazing at the full moon…"
Guide to Lupes

Lupe, like Gelert, are loyal and brave Neopets who can be found in most regions of Neopia. They are seen as great warriors to most, with famous knights like Jeran and Tormund. However, they were not always so favored. Lupe were once great hunters who were known to run down smaller Neopet species in packs, with a particular taste for Chia. Many smaller, traditional Neopet species still have a distaste of them.

Most Lupe are eager explorers of the unknown, heading explorer and adventurer guilds. Lupe can be boastful, eager to wander, and irresponsible at worst, but heroic, brave, and kind at best. Most of them intergrate themselves into Meridell, Brightvale, or Neopia Central as mercenaries, guardsmen, and day laborers. Lupe swordsmen are particuarlly common, hoping to live up to the legend of Jeran.

Lupe Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Lupes are very loyal to their allies and are generally good, willing to protect those they see as desperate. Lawful Lupes are regularly guards, warriors, or leaders, while the more chaotic may be adventurers or brave wanderers.

Size
Lupes are 4 feet tall, though some can grow up to 5 or 6 feet. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Brave

You have advantage on saving throws against being frightened.

Pack Tactics
You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. You can use this trait a number of times equal to your Dexterity modifier, and you regain all expended uses when you finish a long rest.

Chia Hunter
When you are attacking a Chia, you gain +1 to the attack roll against it.

Languages
You can speak, read, and write Common and one extra language of your choice.

Werelupe

Lupes have a special version of the Halloween color, the dreaded Werelupe. A ferocious beast led by emotion and instinct, the Werelupe have inspired countless tales of fear and violence. The largest group of them are led by a tyrannical Werelupe king. Most of them are chaotic evil.

Ability Score Increase
Your Strength score increases by 1.

Bestial Instincts
Channeling the beast within, you have proficiency in one of the following skills of your choice: Athletics, Intimidation, or Survival.

Howl
As a bonus action, you can let out an especially menacing howl. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Lu - tar - ee

"Where's the point in fighting and slaying if you can make a friend out of anybeast instead of a foe?"
Taggerung by Brian Jacques

Lutari originate from Lutari Island, a mysterious place that is covered by thick fog a majority of the year. After a massive tropical storm ravaged the island, a majority of Lutari fled. They now occupy the coastlines and rivers of Neopia in groups called romps. They can be found in Acara, Kiko, Nimmo, and Quiggle communities, particularly getting along with the Nimmo's lifestyle. Some remained behind on Lutari Island, hoping to rebuild their native home. The thick fog of Lutari Island make it inaccessible for most of the year, thinning in Summer with the heat.

Lutari prefer play over work, holding great importance in leisure. They love sports, specifically those played in or near the water. Their big claws are used for fishing and digging for muscles or oysters. Every Lutari has a unique sharpened rock they use to break open shellfish that originates from Lutari Island.

Lutari Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Most Lutari are good or, at worst, neutral, focused on their own goals rather than interpersonal thoughts of morality. They tend to be chaotic, preferring to be flexible than steadfast. A common saying in Lutari culture is "the stone that halts the river gets weathered down eventually".

Size
Lutari are around 3 to 4 feet tall, with a long slender body and tail. Your size is Small.

Speed
Your base walking speed is 30 feet and you have swimming speed equal to your walking speed.

Hold Breathe
You can hold your breath for up to 15 minutes at a time.

Claws
You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Swimmer's Body
You have proficiency in the Athletics skill.

Lucky Stone
You have the Magic Stone cantrip. Wisdom is your spellcasting modifier for it.

Languages
You can speak, read, and write Common and Archipelagan.

Meer - ka

"GET BACK HERE YOU ROTTEN NEGG-SHAPED HEATHEN!"
Overheard from a Shopkeeper running after a Meerca child

Meerca are small, dexterous creatures with long, flexible tails. Their tails are used to hold them up for more height, hold objects, and to hang from. They are exceptionally fast and their small size allows them to hide easily. Unfortunately they use their speed and size to trick and fool people. At worst, they steal, ranging from small acts to large, planned heists. They have an unfavorable reputation, being seen as thieves, snake oil salesmen, and con artists.

Meerca, in the wild, live in groups of 3 to 4 families called a mob. They have been known to live with Cybunnies and Bori in burrows, warrens, and tunnels in the earth. Mobs are also found in cities and towns, with multiple generational Meerca families living in a house together. They use their long tails to keep themselves warm by wrapping it around themselves.

Meerca Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Most Meerca are drawn to trickery, ranging from harmless pranks to theft, veering more chaotic. When one is evil, its likely out of greed and their own entertainment. However, most of them are good, knowing when something has gone too far or is unjust.

Size
Meerca are, at most, 2 to 3 feet tall but their extremely long, flexible tails can support their weight making them appear taller. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Meerca Movement
Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Nimble Escape
You can take the Disengage or Hide action as a bonus action on each of your turns.

Prehensile Tail
You can use your tail as an extra "hand." It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all feats that use Multiweapon Fighting as a prerequisite. In addition, you gain a +2 bonus to all rolls related to grappling and climbing.

Languages
You can speak, read, and write Common and one extra language of your choice.

Maraquan

When Meerca are painted Maraquan their entire body becomes covered in spikes and they gain the ability to puff outward. Maraquan Meerca developed their spikes to avoid being eaten by Jetsam and if they do get in a predator's mouth, they can rapidly expand their bodies by sucking in air.

Ability Score Increase
Your Constitution score increases by 1.

Swimming Speed
You gain a swimming speed equal to your walking speed. If you already have a swimming speed, add 10 ft to it. If you had a flying speed prior to becoming this color, you lose your flying speed.

Amphibious
You can breathe in both the water and air.

Spiky Body
Your body is covered in spikes. Any creature that attempts to grapple you or escape your grapple has Disadvantage.

Mo - hog

"A chorus of appealing squealing,
The roar of trotters nearing, nearing.
Snouting, touting,
Oinking, louting,
Moehog Day is here! "
Moehog Day by Blackbutterfky333

Moehog's come from the mountainous regions of Neopia where they evolved alongside Skeiths. They are quick on their feet, able to run for long periods before getting tired. They were used as draft animals by the Skeith and bred for livestock until they freed themselves with the help of faeries. Most Moehog have a strong faith in the power of faeries, specifically air faeries. They still hold a distaste for Skeith, especially the kings of Brightvale and Meridell.

They had a small population until a colony of them were discovered hidden away on the Space Station, being used to carry large machinery. They live in the plains of Meridell and Brightvale, creating small towns and farms or traveling in herds with Gnorbu or Kau. Herds of Moehog can be territorial, quick to charge if they see a threat. However, they are also eager to help those in need. Moehogs have been known to take in the lost, abandoned, and sick even at their own risk.

Moehog Traits

Ability Score Increase
Your Strength and Constitution scores increase by 1.

Alignment
Moehogs collect in herds and tend towards good, believing the strong must protect the weakest of them. The most chaotic and self-serving of a Moehog herd are typically outcast.

Size
Moehog range from 5 feet to well over 6 feet, not including the mohawk. Your size is Medium.

Speed
Your base walking speed is 35 feet.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Tusks
You have a pair of tusks you can use to make unarmed attacks. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Charge
If you move at least 20 ft in a straight line towards a target and then hit it with a tusk attack on the same turn, you can attempt to knock it down. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, it falls prone.

Languages
You can speak, read, and write Common and Meridellian.

Mynci

Mwn - sea

"I was born with a laughing face! "
A Journey to the West by Wu Cheng'en

Mynci come from the deep jungles of Mystery Island. They live in the canopy, their homes held up by branches, They are Frugivores, eating fruit that grows high in the canopy and near the ground. They are very playful, agile, and acrobatic creatures that love to climb, jump, and leap from tree to tree. They have a desire for mischief, like plucking feathers from a Pteri's tail or scarring a Techo drinking from a river. Their agile hands are excellent at manipulating tools, being some of the first Neopets to do so.

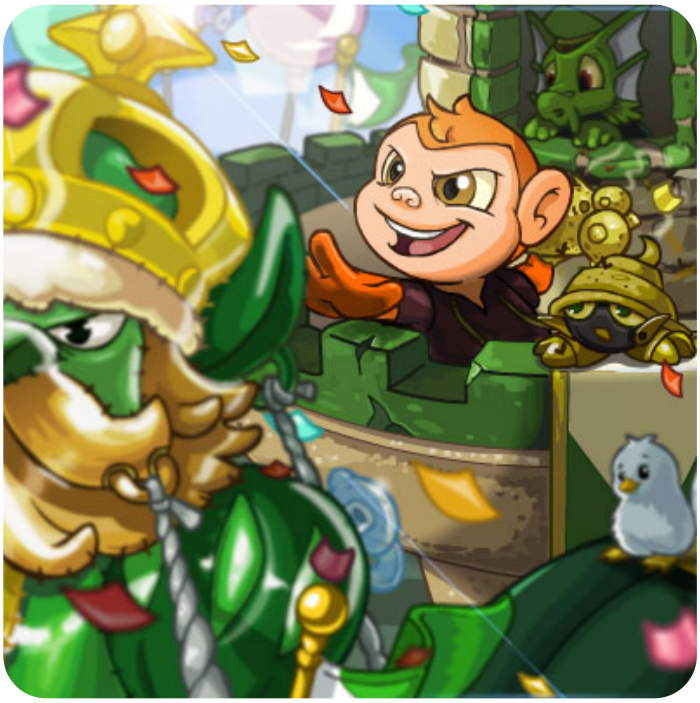
Mynci groups, called troops, can range from a few dozen to hundreds, depending on the area and organization. Mynci troops can be territorial if they get too near eachother, engaging in war to force the other troop out. This may result in one troop merging with the other, a troop fleeing to find a new home, or an uneasy peace between the two. They will incorpoate themselves into larger societys, like Mystery Island's when it suites them and a large percentage of Mynci have moved into a more modern lifestyle. However, troops of them remain in the jungles, looking to play pranks on unaware tourists.

Mynci Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Mynci are chaotic, prone to living in small groups that move frequently and enjoy the freedom of living in dense jungle trees. The ones that are lawful are monks, druids, philosophers, sages, or guides.

Size
Mynci are anywhere from 4 to 5 feet tall. Your size is Medium.



Speed
Your base walking speed is 30 feet.

Prehensile Tail
You can use your tail as an extra "hand." It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all feats that use Multiweapon Fighting as a prerequisite. In addition, you gain a +2 bonus to all rolls related to grappling and climbing.

Nimble Escape
You can take the Disengage or Hide action as a bonus action on each of your turns.

Tree Climber
You are proficient in the Acrobatics skill. Additionally, you have a climbing speed equal to your walking speed.

Languages
You can speak, read, and write Common and Archipelagan.

Nimm - oh

"Empty your mind, be formless, shapeless, like water.
Be water, my friend."
Bruce Lee

Nimmo are amphibious, slender Neopets with webbed feet and hands. They grow slowly, starting life as a tadpole, grow legs around mid childhood, and change rapidly in their teenage years. They are thin and graceful enough to sit and stand on lily pads without sinking. Their skin is porous and they can asborb water through it, but it makes them susceptible to poisons and polluted liquids.

Nimmo will co-exist with other lake-dwelling species like Acara, Quiggle, and Kiko. Nimmo and Quiggle commonly live with eachother, due to their similarities. Nimmo see Quiggle as reminders to live in the present, to indulge themselves. Nimmo also enjoy spending time with fellow academic-orientated species like Lenny or Ogrin. They prefer homes above the water, with some Nimmo villages being entirely on stilts in lakes. Otherwise, Nimmo are commonly found in monestaries and churches, preferring places of study over battlegrounds.

Compared to other Neopet species, their culture is very relaxed and patient, believing in the importance of time. Nimmo poetry and haiku experiments with the space between words and speed of reciting. They practice martial arts as a form of meditation, typically Tai Chi or Circle Walking. A majority of Nimmo go into academic careers, either being a scholar, teacher, or monk. They are libraries, archives, and scrolleries across Neopia founded by Nimmo.

Nimmo Traits

Ability Score Increase
Your Intelligence and Wisdom scores increase by 1.

Alignment
Nimmo are inherently spiritual and philosophical beings that are commonly seen as Monks, priests, and academics. Even the most evil among them tend towards lawful alignments, making a chaotic Nimmo a rare sight.

Size
Nimmo stand between 5 and 6 feet tall, with a long slender body. Your size is Medium.

Speed
Your base walking speed is 30 feet and a swimming speed of 25 feet.

Amphibious
You can breathe air and water.

Trance
Nimmo do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance." While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Standing Leap
Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Innate Sense
You have proficiency in the Insight skill.

Languages
You can speak, read, and write Common and one extra language of your choice.

Og - rin

"Ogrin are extremelly intelligent Neopets, though they are known to be somewhat shy in social situations. They are very interesting and inquistive companions, whose interests include studying nature."
All about Ogrins

Ogrin are from the plains, forests, and mountains of Neopia Central, being mostly solitary creatures. They are tall, slender creatures with long manes that are commonly orange, red, blue, or camouflage. Ogrin are naturally shy creatures but steadfast companions when they warm up to someone, known for their talkativeness. They hold deep trust in relationships with others.

At some point in Ogrin history, their population divided themselves between staying more normadic and intergrating themselves into the growing cities and towns of Neopia. Tribes of Ogrin can still be found deep in forests, moving occasionally with the season. These tribes will trade with traveling merchants, typically furs and produce, for grain and medicine. Ogrin tribes will sometimes travel with herds Kau, Moehog, and Gnorbu, but rarely are permanent fixtures. Druids, rangers, and fighters are common in Ogrin tribes, holding deep respect for the natural world.

Urban Ogrin, on the other hard, are very academic, curious creatures that readily place themselves in universities, libraries, and wizard circles next to Lenny and Nimmo. Additionally, Ogrin artifcers are oddly common, intriqued by a new world of technology mixing with the magical world to chaotic ends.

Ogrin Traits

Ability Score Increase
Your Intelligence and Charisma scores increase by 1.

Alignment
Ogrin are generally good. They have a chaotic bend to them, valuing personal freedom and expression, expressing no particular taste for leaders or followers. However, once their trust is gained they're more willing to follow someone else's command and value personal relationships.

Size
Ogrin sit squarely between 4 and 5 feet. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Ogrin's Curiosity
You have profiency in one of the following skills: Arcana, Insight, Investigation, or Nature.

Ogrin's Charity
You can use this trait to take the Help action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Starting at 3rd level, choose one of the options below each time you take the Help action with this trait:

> Hospitality. You and the creature you help each gain a number of temporary hit points equal to 1d6 plus your proficiency bonus.
>
> Passage. You and the creature you help each increase your walking speeds by 10 feet until the start of your next turn.
>
> Spite. Until the start of your next turn, the first time the creature you help hits a target with an attack roll, that target has disadvantage on the next attack roll it makes within the next minute.

Languages
You can speak, read, and write Common and one extra language of your choice.

Pee - oh - fin

"When it comes to elegance, nothing comes close to the Peophin's poise. Its tail sways with a graceful rhythm as the jewelled crown atop its muzzle shines bright. Sightings of Peophins are relatively rare, and it has been said that good fortune and unbridled happiness come to those fortunate enough to cross paths with one."
P is for Peophin

Peophin are solitary, aquatic creatures. They are born with a gem on their forhead that changes color as they mature. Their species used to have two pairs of hooved legs before they retreated into the sea to avoid other creatures. They live in the deepest parts of Neopia's seas to seclude themselves.

They live in reclusive communities, avoiding Maraqua and the larger cities. Peophin isolate themselves due to their high degree of magic sensitivity, which is easily triggered by being around magic users or magical objects. They are highly magical creatures, having the ability to hover when out of the water and naturally having talent with identifying and casting magic.

If a Perophin does enter into the outside world, it's seen as both an incredibly brave and foolish act by their society. Despite their reclusive nature, Perophin are willing to help creatures lost at sea or shipwrecked. There's many tales about sailors thinking they were going to die, before a Perophin showed up suddenly to save them and disappeared just as quickly. When a Perophin is seen, it's considered a once in a lifetime sort of luck.

Peophin Traits

Ability Score Increase
Your Intelligence score increases by 2.

Alignment
Peophin are isolative by nature but are generally good. They are highly magical with equal parts law and chaotic individuals. Lawful Peophin may be scholars, sages, soldiers, academics, wizards, and guides. Meanwhile, chaotic ones may be minstrels, sorcerers, warlocks, and hermits.

Size
Peophin are between 2 feet to 3 feet tall, from nose to tail. Your size is Small.

Speed
You have a walking speed of 30 feet and a swimming speed equal to your walking speed.

Darkvision
Thanks to your magical sensitivity, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious
You can breathe in both the water and air.

Defying Gravity
Instead of walking you glide above the ground, ignoring non-magical difficult terrain. While you remain within 1 foot of a horizontal flat surface on any solid ground, you can take normal actions and make normal attacks, and can move at your normal walking/running speed.

Magical Sense
You are profienct in the Arcana skill. Additionally, when you roll Intelligence checks (Arcana) to identify magic being cast or examining a magical object, roll a d4 and add the number rolled to the total ability check.

Cantrip
You know one cantrip of your choice from the Wizard spell list. Intelligence is your spellcasting ability for it.

Languages
You can speak, read, and write Common and Maraquan.

POOGLE

Poo - gull

"I know a bank where the wild thyme blows,
Where oxlips and the nodding violet grows,
Quite over-canopied with luscious woodbine,
With sweet musk-roses and with eglantine:
There sleeps Titania sometime of the night,
Lulled in these flowers with dances and delight."
Act 2, Scene 1 of William Shakespeare's A Midsummer Night's Dream

Poogle are from Faerieland, the previously floating home of the Faeries. Despite their soft, rounded apperance they are predators with sharp, piercing teeth. Their diet is mostly fish and meat, particuarly preferring faerie foods. Poogle are competitive and active creatures. They can sprint as fast as an Eyrie, despite being half their size, and are compotent climbers. Famously, Poogle participate in Poogle races, a popular Faerieland past-time.

They were kept by the Faeries as companions, workers, and parishioners, working directly under them. Most of them are loyal still, holding Faeries in high regards. Poogle families typically work under a specific faerie for generations, as a singular Faerie can outlive, on average, 10 or more Poogle generations. A lot of Poogles work in infrastructure, farming, or merchant work, keeping the daily life of Faerieland running. Poogle workers were essential to reconstructing the remains of Faerieland after it fell.

A majority of them still live in Faerieland but their population got scattered after it fell. A sizable population of Poogle exist on Terror Mountain, a mixture of Poogle's love of climbing and adapation to high altitudes.

Poogle Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Poogle struggle between chaos and law, with their natural inclination being chaos but a societal desire to follow the laws of the Faerie. A majority of them are neutral good.

Size
Poogle are between 3 and 4 feet. Your size is Small.

Speed
Your base walking speed is 35 feet.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Bite
You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Adrenaline Rush
You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Card Shark
You are proficent in one instrument or gaming set of your choice.

Languages
You can speak, read, and write Common and Faerie.

MVP

Poogles have a unique color spun off of the Plushie color called the Malevolent Sentient Plushie (abbreviated to MSP). This color is seen in Poogle societies as abhorrent, with most being exiled due to their new nature.

Alignment
Most Poogle who are MVP are chaotic and evil, driven by destructive desires to hurt and maim.

Surprise Attack
If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.

Ter - ree

"The Golden Pteri flies overhead and suddenly a rain of Neopoints fall down on you! You pick up 361 NP. He must like you."
Golden Pteri Random Event

Pteri are from Tyrannia and live across the entirety of Neopia. They eat a diet of insects and small fruit, specifically enjoying worms. Pteri are reguarly seen in the sky immediately after it rains to pluck worms out of the ground. Pteri who live in the northern parts of Neopia will migrate to Mystery Island when it gets colder, and those living in the southern parts will migrate when it gets hot. The cultural interactions between these two groups of Pteri have created countless color variations in Pteri.

They live in canopies or other high-rise areas, building nests out of hay, wood, and other soft debris they can find. They are territorial if anything comes near their nest, diving at it and squaking. Cities will desiginate the top floors and roofs of buildings for Pteri to live in to accomdate their behaviour. Pteri are both infatuated and threatened by Eyrie, considering them a brother to the Pteri species. They will place their nests in Eyrie territories, knowing they are safer in them.

Pteri enjoy playing tricks and jokes on creatures that come near their nests, like dropping things on them or stealing small items. They are naturals at illusion magic and use it to trick creatures and hide their nests. Buzz will sometimes hide their hives near Pteri nests because they know it will be harder to find.

Despite their mischievious behaviour, they are very protective of their children and have strong parental instincts. Pteri are known to adopt abandoned eggs, leading to the occasional Hissi or Techo being adopted.

Pteri Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Pteri are notrious for being chaotic, pulling pranks and tricks on creatures who pass near their nests. They rarely go past that however and sit squarely in the middle between good and evil.

Size
Pteri are around 3 to 4 feet tall. Your size is Small.

Speed
Your base walking speed is 25 feet.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. While in flight, you can't do complex actions with your hands like attacking or somatic elements for spells.

Talons
You have talons that you can use to make unarmed strikes. When you hit with them, the strike deals 1d4 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Pteri Trickery
You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

Languages
You can speak, read, and write Common and Tyrannian.

Qwig - gull

"It is important to exercise your tongue. It is an important element of a Quiggle's body and made mostly of muscle. Your tongue can and will strain if not used for long periods. Lashing your tongue out at it's full length atleast twice a week is enough to keep it limber."
Quiggle Health and Fitness

Quiggle are amphibious Neopets who live in freshwater, mostly lakes and ponds. They have a long stretchy tongue they use to catch flying insects out of the air. Their main diet mostly consists of vegetables, with insects as a secondary protein. Their skin is porous, which lets them absorb water from the air and while they are swimming. However, it makes it easier to absorb poisons and pollutants.

Quiggle are carefree, known to be irresponsible but charismatic and funny. They like to play and splash around in water, loving when they can entertain someone. They will live with Nimmos, Acara, and Kiko around waterways and an isolated Quiggle community is rare. Nimmo and Quiggle specifically are commonly found together, due to their shared characteristics and love of fresh water. The two species balance eachother out, with the responsible Nimmo and the carefree Quiggle. A common phrase used is, "Quiggle live in the heart, Nimmo live in the mind."

Quiggle Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Quiggles hold no particular love between law and chaos, equally friendly to the softer aspects of both. They are generally good.

Size
Quiggle are about as big as Kacheek or Cybunny, standing 2 to 3 feet tall. Your size is Small.

Speed
Your base walking speed is 25 feet and you have a swimming speed equal to your walking speed.

Amphibious
You can breathe air and water.

Standing Leap
Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Slippery Skin
You have advantage on saving throws against being grappled or restrained.

Tongue Weapon
Your tongue can be used to make unarmed strikes and has the reach property. When you hit with it, the strike deals 1d4 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Once on each of your turns when you use your tongue, you can attempt to grapple that creature instead.

Cream Allergy
You have an allergy to cream. If you consume anything containing cream, roll a constitution saving throw. If you fail, you develop Neezles.

Languages
You can speak, read, and write Common and one more language of your choice.

Quiguki

Quiggle, like Usul, have an exclusive doll-themed color based on the Quiguki line, a series of Quiggle dolls in various outfits.

Ability Score Increase
Your Charisma score increases by 1.

Performer
You have profiency in the Performance skill, if you don't already have it.

Roo - kee

"Few Neopets rival the resilience of Rukis. Unfazed by the harsh weather of the Lost Desert, these formidable creatures thrive amidst adversity. Sporting a durable exo armour, they're practically invincible under the scorching sun. No wonder Rukis are the champions of long-distance travel."
Ruki Legends

While Ruki orginate from the harsh, hot climate of the Lost Desert, they can be found across Neopia. There is one simple reason for this: Ruki love to travel. They are tough, adapatable creatures who can live in most climates. A Ruki has a hard carapace that helps maintain body heat, retain moisture, and protect them. Every year, they will molt their shell and isolate themselves as it rehardens. A Ruki can travel long periods without stopping and they can sleep while standing if they want to.

Ruki like to collect in small groups and move frequently, with families rarely staying together for long periods. They tend not to settle somewhere until they are older, instead moving between several places around the year. The homes of Old Ruki are full of traveling souvenirs, letters, and memorabilia. While Ruki prefer to travel alone or with other Ruki, since nothing else can keep up with them, they will travel with Kau, Gnorbu, and Kyrii if they desire companionship.

Ruki Traits

Ability Score Increase
Your Wisdom score increases by 2.

Alignment
Ruki are draw to the softer edges of chaos, frequent wanderers and adventurers. It's rare to find large communities of them, as they eventually split off into smaller groups. If a Ruki is lawful, it's likely by it's own code or merit.

Size
Ruki stand 3 to 4 feet tall, with 6 thin limbs. Your size is Small.

Speed
Your base walking speed is 30 feet.

Darkvision
With your complex eyes, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Carapace
While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Relentless Endurance
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Seasoned Traveler
You can move through difficult terrain made of non-magical plants and overgrowth without expending extra movement.

Languages
You can speak, read, and write Common and one more language of your choice.

Scorch - ee - oh

"The dragon began to belch out flames
and burn bright homesteads; there was a hot glow
that scared everyone, for the vile sky-winger
would leave nothing alive in his wake."
Beowulf Lines 2313 - 2315, Seamus Heaney's Translation

Scorchio are native to Tyrannia, where they reside near volcanoes. They are one of the largest species of Neopets, both weight and height wise. They are covered in thick, fire resistant scales that are prized for their durability. Scorchio can breathe fire out of their mouths and enjoy doing so. The eggs of Scorchio are incredibly thick and can only be opened if they are kept in extreme heat, like a Scorchio's flame, or placed in a pool of lava.

Scorchio naturally live in tyrannical groups, with leadership dictated by the ability to overpower the current leader. They will live at the base of volcanoes around Tyrannia, living in caves and alcoves in the mountain. They are very territorial and frequently fight with other Scorchio tribes.

However, a majority of them prefer to live in more modern towns and cities in Moltara, Lost Desert, or Mystery Island. Schorchio like to live with other dragon-like Neopets like Draik, Krawk, Shoyru, and Skeith, because of their destructive qualities. Scorchio make excellent blacksmiths, construction workers, and laborers, with their strong arms, ability to breathe fire, and skilled eye. Scorchio weapons are prized for their well-tempered metal, shaped by their own flame.

Scorchio Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Scorchio go for the extremes, devoting themselves to an alignment and rarely deviating from it. An evil scorchio is a dangerous individual, being greedy, violent creatures.

Size
Scorchio stand well over 6 feet and average around 250 pounds. Your size is Medium.

Speed
You have a walking speed of 30 feet.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Flight
Because of your wings, you have a flying speed equal to half your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Breathe Weapon
You can use your action to exhale destructive energy. It deals fire damage in a 15 ft. cone. When you use your breath weapon, all creatures in the area must make a Dexterity saving throw.

> The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.
>
> The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

Fire Resistance
You have resistance to fire damage.

Languages
You can speak, read, and write Common and Tyrannian.

Shoy - roo

"Fiercely loyal (and sometimes a bit fiery when provoked), Shoyru soars on majestic wings while still looking adorable. It loves to fly, day or night, and has the venerable distinction of being the most adopted Neopet of all time."
Every Shoyru's Handbook

Shoyru are from the mountainous regions of Neopia Central. They have strong wings and they spend a majority of their life in the air. They love to fly and they love to fly fast. They hatch from eggs at high altitudes in clutches of 4 to 6 at a time. Their wings start out fragile but quickly develop muscle. Shoyru have good eyesight and can fly equally good during day and night. Out of all Neopia species, they are undoubtly the most numerous, seen in nearly every city in Neopia and a common sight in the sky.

Shoyru live in groups of 10 or more called fleets, because of the speed they fly at. They will nest on mountaintops, the tops of buildings, or in tree canopies. Occasionally, Shoyru can be found living with Pteri and Eyrie, due to the similiar enviroment. Shoyru love to race eachother and other creatures around the sky. Shoyru are extremely loyal to those they trust but they can hold grudges that last their entire lifetime.

Shoyru Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Shoyru hold their freedom in high regard and admire creativity and flexibility in others. They hold grudges readily but are extremely loyal to their allies.

Size
Shoyru are 4 to 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Keen Senses
You have proficiency in the Perception skill.

Shoyru Speed
Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Languages
You can speak, read, and write Common and one more language of your choice.

Skeeth

"Bank error in your favour. Collect 2,000 NP."
Bank Manager Random Event

Skeith are large, strong creatures and are some of the biggest creatures in Neopia. They are extremely compotent at combat, being able to overpower most creatures. Additionally, they have incredibly durable stomaches, being able to eat anything and have minimal side effects, with an exception for cheese. Their normal diet is omnivorous, equally consisting of meat and plant material. Ironically, despite their strength, they naturally lethargic and lazy, preferring other Neopets do their work for them. They famously enslaved Moehog as draft animals and have been known to tyranically lead groups of Draik and other small neopets.

Skeith love to hoard objects, typically money, and the allure of compensation is typically enough to get a Skeith to work. Although this instinct seems like simple greed, it's something Skeith do not choose and most of them can keep it under control. Some scholars believe it's a holdover from ancestral maternal instincts or a connection to the Faerie. A popular theory is that Skeith were used by Faerie to protect their belongings at one point. Skeith, because of this instinct, make excellent guards, bank managers, and merchants. However, it can lead them to less than ethical ends to get what they desire.

Skeith's may seem like all brawn and no brain, but they are numerous examples of Skeith intelligence. King Hagan, Gordos the Collector, and even King Skarl are respected and celebrated among Neopians. King Hagan, in particular, is known for bringing Brightvale into an age of wisdom and intellect.

Skeith Traits

Ability Score Increase
Your Strength score increases by 2.

Alignment
Most Skeiths are evil, due to their natural greed and tendency to hoard objects. However, some can overcome their natural intuitions and be good.

Size
Skeiths are 5 to 6 feet tall, though some can grow up to 7 feet or more. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
Accustomed to dark caves, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Limited Flight
As an action you can focus your energy and magic into your small wings. During this you cannot move or take any other actions. If you do so, You gain a flying speed of 15 ft. You can't use this flying speed if you're wearing medium or heavy armor and must land before the end of your turn.

Big Eater
You gain nourishment from eating any organic material, regardless of its freshness or source. You may add your Proficiency bonus to Constitution saves to resist the effects of ingested poisons, as well as on Constitution saves to resist diseases caused by ingested substances (such as spoiled food).

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Cheese Allergy
You have an allergy to cheese. If you consume anything containing cheese, roll a constitution saving throw. If you fail, you develop Neezles.

Languages
You can speak, read, and write Common and Meridellian.

Teh - koh

"A Techo's body is well-equipped for climbing but the stickiness of their hands are also useful for grappling. A Techo's grip is not to be underestimated. However, it's important for a Techo to be careful, as they can't manually control how sticky their hands are."
Techo Battle Tactics

Techo are originally from Neopia Central but at some point most of their population migrated to Mystery Island and the surronding islands.. They are scaled creatures with hands and feet made for climbing. They secrete a sticky substance out of their palms that let's them stick to the walls easily. When are Techo's are threatened or grabbed, they will detach their tail from their body as a distraction and escape manuver. It grows back fairly quickly, considering the size of it. Techo are naturally laid-back, social Neopets that prefer play over work.

It's believed Techo, despite not being native to the island, were the biggest civilization on Mystery Island. This is believed beacause of Techo Mountain, a giant carving of a Techo on the side of Mystery Island's largest volcano. A popular theory is that Techo were a part of the city of Geraptiku, along with other island species, and worshipped the coconut god Mumbo Pango or Potgatkerchi. Techo still make up a majority of Mystery Island's population and are ample supporters of Mumbo Pango.

Outside of Mystery Island, Techo are commonly found in civilization, using their charismatic manners as merchants or their dexterous talents as thieves or scouts. Due to their more lax inclination, they have a low stress tolerance which makes it rare to see a Techo adventurer.

Techo Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Techo cherish creativity and entertainment, leaning strongly into the softer parts of chaos. It's rare to find a Techo adventurer as they have a low stress tolerance, but the draw of being seen as a hero is enticing.

Size
Techo are between 4 and 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Entertainer
You are proficient in the Performance skill. Additionally, you are proficent in one musical instrument of your choice.

Sticky Hands
Your hands and feet are uniquely fit for climbing. You move along solid flat surfaces, like walls, at your walking speed as long as both your hands and feet are empty and uncovered. If either one of your hands or feet are not attached to the wall, you only move at half speed. You also have advantage on saving throws regarding being disarmed or keeping your grip, as long as you aren't wearing gloves.

Lose the Tail
As a bonus action, you can detach your tail from your body as a distraction. Until the start of your next turn, all enemies have disadvantage on attack rolls if they can see you (or your tail). Once your tail leaves your body, it wiggles and flops around for a half a minute before it becomes inert. After a long rest, your tail regrows.

Languages
You can speak, read, and write Common and Archipelagan.

Ton - oo

"Tonus can be found peacefully roaming the wilderness of Tyrannia. These cheerful Neopets are known for having fluffy manes and imposing horns in the middle of their heads. They enjoy running rampant and playing ball games, sometimes causing delightful chaos. As expected, they have gigantic appetites that need to be checked. "
Tonu Steps

Tonu are from Tyrannia's plains and savannah's where they graze on grasses and leafy, short brush. Tonu will either live alone or in a herd, depending on their personality. They love to run and their main form of entertainment is chasing eachother or wallowing in mud puddles to cool themselves down. Tonu, despite their mammilian apperance, lay eggs. When a Tonu is pregnant, she will move to an area with more greenery so she can easily eat while protecting her eggs.

Tonu herds, unlike Kau herds, choose a leader through pure strength. Tonu who want to lead will duel eachother, pushing eachother with their horns until one falls over. However, most of the time leadership is unchallenged. Tonu love any game involving a ball, which they will "throw" to eachother using their horn. It's believed Gormball evolved from a Tonu game where they would use a melon or a similiar fruit as a ball, until it broke.

Tonu, most of the time, avoid the more populated sections of Tyrannia because of their allergy to Neggs and the popularity of the Giant Omelette. An inability to indulge in the glory of the Giant Omelette has made some Tonu bitter. However, Tonu overall love the Giant Jelly.

Tonu Traits

Ability Score Increase
Your Constitution score increases by 2.

Alignment
Tonu are normally peaceful and good. However, they have a hunger for chaos at times, such as charging recklessly around.

Size
Tonu are 4 to 5 tall, weighing over 180 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Horn
You have a large horn on your snout you can use for unarmed attacks. When you hit with it, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush
Immediately after you take the Dash action on your turn and move at least 20 feet, you can make one melee attack with your Horns as a bonus action.

Hammering Horns
Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to push that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Negg Allergy
You have an allergy to Neggs. If you consume anything containing a Negg, roll a constitution saving throw. If you fail, you develop Neezles.

Languages
You can speak, read, and write Common and Tyrannian.

Tuskaninny

Tusk - a - nin - ee

"Despite it seeming like Tuskaninny only have a small clump of hair on top of their head, their body is actually covered in sleek, short fur. It helps keep cold seawater from reaching their skin as easily and keeps them hydrated on land. Tuskaninny molt their coat yearly."
Tuskaninny Grooming

Tuskaninny are from the northern Neopia seas, but they can be found anywhere near water. They have thick fat reserves that help them stay warm and short, sleek fur that keeps water from touching their skin. Their diet is mostly fish, but they will eat vegetation for roughage. Tuskaninny have a set of flippers, like Peophin, but lack the ability to float. They prefer to spend most of their life in water due to this but will come out to lounge on the beach or curiosity.

Tuskaninny tribes can be generally split between peaceful ones that lounge around the shore and battle-scarred warrior tribes that guard their territories with fierece efficency. These two types of tribes are typically on good terms, with the peaceful ones trading with the warrior ones for protection. However, personal disputes can easily disrupt this relationship.

Tuskaninny generally live in sea-side towns, partially built in or on the water. They can be found around the shores of Terror Mountain, Mystery Island, or Lutari island. They love any activity done in the water, especially sports as they can show off their swimming ability. A Tuskaninny's mind is sharp, letting them pick up new skills easily and adapt to new situations quickly. Tuskaninny that don't live the tribal life will ingrain themselves into Maraquan society, Mystery Island, or ingrain themself into a standing seaside or lake-front town.

Tuskaninny Traits

Ability Score Increase
Your Constitution and Intelligence scores incease by 1.

Alignment
Tuskaninny are generally good. Indivduals choose their own placement between law and chaos as Tuskaninny understand the benefits of a well-organized society but value their own freedom.

Size
Tuskaninny are around 3 and 4 feet long from their head to their fin. Your size is Small.

Speed
Your base walking speed is 25 feet and you have a swimming speed of 30 feet.

Hold Breath
You can hold your breath for up to an hour. Unlike Lutari or Flotsam, Tuskaninny have internal oxygen stores to hold air until they can come up for more, letting them dive longer.

Cold Resistance
Adapted to swimming in cold ocean waters, you have resistance to Cold damage.

Quick Learner
You have proficiency in a skill of your choice.

Languages
You can speak, read, and write Common and Maraquan.

You - nee

"The last unicorn lived in a lilac wood, and she lived all alone."
The Last Unicorn by Peter S. Beagle

Uni, despite their fantastical appearance, originate from Neopia Central and their population has expanded to encase all of Neopia. Uni are one of the largest creatures in Neopia, easily comparable to a Scorchio They are hooved creatures with a pair of feathered, strong wings and a long horn growing from their head. Uni are naturally magical creatures and their horns can glow and cast light on their surrondings. They live primarily on grasses, foliage, and fruit. The only natural predator of a Uni is an Eyrie or a Scorchio, due it's size, ability to fly, and strength. Despite their peaceful looks, a Uni's kick can send anybody flying!

Uni typically live inside urban centers, like Faerieland, Neopia Central, or Brightvale. They will live in small bands of 3 to 10 individuals, when they do live outside of cities. Uni are self conscious and somewhat vain creatures, prideful of their long manes and hoof hygiene. They are also curious and social beings, having the reputation of being busybodies. There's a popular myth that Uni can see into a person's heart and tell if they are lying or not.

Uni are a popular companion of faeries, because of their ability to fly and carry them with ease. Their charisma can lead them to be clerics, socialites, and merchants, eagerly confiding in the public. They easily get along with Kyrii, Usul, and Gnorbu as they can appreciate a good haircut.

Uni Traits

Ability Score Increase
Your Intelligence and Charisma scores increase by 1.

Alignment
Uni can be vain and self-conceited, but most of them are good. Those who follow law are knights, wizards, royalty, and merchants. The more chaotic may be minstrels, tricksters, sorcerers, and rogues.

Size
Uni are 6 to 7 feet in height, when standing upright. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Hooves
You have hooves that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Lightbearer
You know the Light cantrip. When you cast it using this trait, it is centered on your horn.

Languages
You can speak, read, and write Common and Faerie.

Ooh - sul

"Come play with me;
Why should you run
Through the shaking tree
As though I'd a gun
To strike you dead?
When all I would do
Is to scratch your head
And let you go."
To a Squirrel at Kyle-Na-No by W.B. Yeats

Usul originate from the lower regions of Terror Mountain, living in the sparse forests that dotted the foot of the mountain. They are agile climbers with thick fur to accomdate for the weather. When they sleep, an Usul will wrap their tail around themselves to keep themselves warm or to use as a pillow. A Usul's coat thickens in the fall and starts to shed late spring. They will spend long periods grooming their fur, giving them a reputation for being vain.

Usul are incredibly social creatures, making large communities of multiple families. Their colonies will span over the entirety of a forest, or a city if they live in one, and they rarely betray each other. Usul colonies will act as their own form of goverment, punishing and rewarding those within it even if they are within a city or town with it's own representation. They care greatly about ensuring people are fed, even refusing food if it means a guest can't eat. It's considered rude to refuse food from an Usul, even if you feel full. It's common to see Yurble and Usul tribes combine, due to their shared beliefs.

Usul are famous around Neopia for the Usuki line of dolls, a brand of Usul fashion dolls that come in a large variety of themes. A convention called UsukiCon, for collectors and sellers of Usukis, happens annually. There is a cultural split because of the Usuki line, with some Usul seeing it as patronizing while others believe it's respectful. Despite this, most Usuki collectors are Usul themselves.

Usul Traits

Ability Score Increase
Your Dexterity and Charisma scores increase by 1.

Alignment
Usul are social creatures who make loyal friends, gathering in multi species communities or closely knit Usul tree colonies. They are generally good with a cultural emphasis on making sure everyone is fed.

Size
Usuki are 4 to 5 feet tall, not including their long tail, and weigh around 50 pounds. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Tree Climber
You are proficient in the Acrobatics skill. Additionally, you have a climbing speed equal to your walking speed.

Graceful Landing
Your body is specifically made for climbing (and falling), you take half damage from falls of 60 feet or less. Additionally, whenever you land after falling 10 or more feet, you can choose how you land, and land standing instead of prone.

Cold Resistance
You are resistant to cold damage due to your thick, fluffy fur.

Languages
You can speak, read, and write Common and one more language of your choice.

Usuki
Based on a popular line of Usul dolls (or are the dolls based on this color?), the Usuki color is popular among Usuki collectors. While this color can take on the apperance of any Usuki doll, the most popular is the magical hair Usuki.

Ability Score Increase
Your Charisma score increases by 1.

Performer
You have proficiency in the Performance skill, if you don't already have it.

Vandagyre

Vanda- guy - er

"By the Great Feather! Vandagryes are one of the wisest species to ever grace Neopia. Polite and kind by nature, Vandagyres like celebrating moments by hosting tea parties or meticulously tending to their lovely little gardens. And, oh, they're nuts about nuts too!"
The Ultimate Field Guide to Neopets

Vandagyre live high in the mountains of Neopia. They were undiscovered for a long period because they hid themselves away from the world, but are introducing themselves to the rest of the Neopia slowly. They are wise creatures capable of flight, but most prefer to stay on the ground. Vandagyre are herbivores, but their sharp beak implies they may have eaten meat at one point. They use their sharp beak to break open nuts, which they have a particular love for. Other than their sharp beak, they have sharp claws on both their hands and feet.

Vandagyre like to live in isolated enviroments, like high in the mountains or deep in forests. For most of their history, they have lived in monestaries and in gated camps. They have a natural relationship with the land and most are farmers, rangers, or druids. They are quiet and polite in their personality, but are willing to be aggressive if it comes to defending something they care about. Vandagyre, when they do merge with other species, are seen with Acara, Yurble, and Nimmo, who follow similiar peaceful beliefs.

Vandagyre believe in a concept called "The Great Feather". It's unclear if it is a philosophy or a religion to outsiders, perhaps it is both. They hold a high trust in the Great Feather, calling upon it in times of great emotion. Some Vandagyre believe in it to the point they are clerics, monks, and paladins of the Great Feather.

Vandagyre Traits

Ability Score Increase
Your Wisdom score increases by 2.

Alignment
Vandagyre see themselves as the caretakers of nature, with a particular interest in plant cultivation. They are generally good but are distrustful of the more urban. If they do follow a law, it's the law of the wild.

Size
Vandagyre are 4 to 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision
You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. While in flight, you can't do complex actions with your hands like attacking or somatic elements for spells.

Natural Affinity
You have a connection to the natural world and the animals within it. You therefore have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages
You can speak, read, and write Common and one extra language of your choosing.

Wock - ee

"It is winter, and on this mountain here
celebrate all kinds the pure white snow
and the starlight above is clear;
the time to be happy is now
but one of them more joyous than the rest
for today is also his kind's fest. "
Celebrating the Wocky by tarak06062000

Wocky do not originate from any specific region of Neopia. Their species has traveled so much and so often that Wocky can be found anywhere in Neopia. Wocky are thick furred, cat-like Neopians. Despite their relatively small nose, they have an excellent sense of smell. Their thick fur lets them handle the coldest of weather, though they aren't fond of hot water for the same reason. Some Wocky will shave their multi-layered fur if they live in hotter climates, or take on different, more heat-adapted colors.

Wocky are natural explorers and adventurers. They thirst for the unknown, the undiscovered, and the forgotten. It's rare for a Wocky to stay still in one place for long periods and families may be constantly moving or simply split apart as each member goes in a different direction. If a Wocky is forced to stay in place for too long, they may act out or flee out of frustration. It's believed that most of Neopia were discovered by Wocky exploring and it's likely you can find them in every civilization on Neopia. It's not uncommon to find entire adventuring parties or even guilds made out of only Wocky. They will eagerly travel with Ruki, Kyrii, Zafara, or any of the wandering herds like Kau or Gnorbu.

Wocky Traits

Ability Score Increase
Your Dexterity and Wisdom scores increase by 1.

Alignment
Wocky yearn for the undiscovered, chaotically drawn to a life of adventure and excitement. They grow quickly bored if left too long in one place, rarely settling.

Size
Wocky are 3 to 4 feet tall, their limbs stout. Your size is Small.

Speed
Your base walking speed is 30 feet.

Brave
You have advantage on saving throws against being frightened.

Cold Resistance
You are resistant to cold damage due to your thick, fluffy fur.

Keen Senses
You have proficiency in the Perception skill.

Languages
You can speak, read, and write Common and one extra language of your choice. Wocky tend to learn new languages young, extremely useful in a wanderers life.

Xweetok

Zwee - tok

"A speckled Xweetok runs up to you and says, "Xandra was right! Spread the word!" and runs off."
Random Event

Don't blink or you might miss the Xweetok! Xweetok are long, lanky Neopians who live in the temperate Neopia Central forests and plains. They are extremely energetic creatures that love to chase eachother (or anything really). Their diet mostly consists of small petpets or petpetpets that they will sneak up to and chase down. However, they will also eat berries and nuts as a treat. Their body is made to fit into small holes and between roots, letting them squirm into holes no other Neopet of their size could.

Xweetok live under tree roots, in hollow trees, or in burrows they dig. They are a social species, so it's not rare to see them also living with other burrowing species like Cybunny or Meerca. They specifically get along with Meerca, both of them being high-energy and eager to cause mischief.

Xweetok are somewhat rare to see in cities, as they can feel easily claustrophobic if they can't run and leap around. You'll more likely find a Xweetok in a forest or a rural town as rangers, messengers, and thieves. However, they can also be found in social circles as socialites and nobles.

Xweetok Traits

Ability Score Increase
Your Dexterity score increases by 2.

Alignment
Xweetok prefer the open freedom of forests and plains to the more structured urban areas of Neopia and easily feel claustrophobic under the weight of law.

Size
Xweetok are long, lanky creatures standing 2 to 3 feet tall. Your size is Small.

Speed
Your base walking speed is 30 feet and a burrowing speed of 10 ft.

Sneaky
When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Squirm
You can fit into spaces that are only big enough for creatures a size smaller than you without any penalty.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Languages
You can speak, read, and write Common and Tyrannian.

Yer - bul

"Always on the go, Yurbles are made for the great outdoors. These furry explorers love to embark on camping trips, explore new trails, and play tag with each other in the wilderness. All this action works up quite an appetite, so it's no surprise they eat a lot!"
Yurble Manual

Yurble are small, wide Neopets recognized by it's mane of hair and unusual ears. Yurble ears are very long and unless they are sick they are curled into spirals that resemble horns. It's believed their ears are so long to moderate their body tempature, giving them extra surface area to radiate heat from. They may also be used for hearing predators or find others of their kind. It's unknown where Yurble come from, other than deep in the temperate forests around Neopia Central to Terror Mountain.

Most Yurble still live rural lives, organizing in clans that prowl the forests and plains of Neopia. A clan leader is decided by their age, strength, and personality. It's believed that a clan leader is chosen before anybody knows it and they reveal themselves on their own time. Yurble clans are very welcoming and will intergrate other species into them with ease. They are a very social species, willing to share their food with anybody. It's seen as incredibly disrespectful to them to refuse food to anybody, even their worst enemy. To them, starvation is worst than any form of torture.

Yurble are fine craftsmen, being seen in every type of artsinal work from blacksmithing to pottery. They are a common sight in craftsman and merchant guilds across Neopia.

Yurble Traits

Ability Score Increase
Your Strength and Wisdom scores increase by 1.

Alignment
Yurble trust in and believe in the benefits of a well-organized society. They tend towards good as well, believing everyone deserves a place at the table. However, they enjoy nature heavily which causes some strain as they try to find the balance between law and the natural chaos of the world.

Size
Yurbles are 2 to 3 feet tall with short, wide bodies. Your size is Small.

Speed
Your base walking speed is 25 feet.

Survivalist
You have proficiency in either the Nature, Survival, or Athletics skill.

Tool Proficiency
You gain proficiency with the artisan's tools of your choice.

Ever Hospitable
Whenever you roll a Charisma (Persuasion) check or an ability check involving Brewer's Tools or Cook's Utensils, roll a d4 and add the number rolled to the total ability check.

Languages
You can speak, read, and write Common and one more language of your choice.

Zafara

Zaff - ah - ra

"A few of my giant Turtums have mysteriously shrunk back to normal size, and they ran off to play a game of bullseye before I could catch them. Humour them for a bit, while I try to see where my potion went wrong."
Kayla the Zafara

Zafara are from all over Neopia, with no specific place of origin. They have floppy ears, powerful hind legs, and a long jointed tail with spikes. Some believe, due to it's ability to jump long distances and their floppy ears that Zafara are related to Blumaroo in some way. Zafara are semi-magical creatures capable of creating fire, which they call a "Zafara Flame". It's believed that Zafara are lucky to have around, and a common superstituion is that boats need to have a Zafara aboard or it will sink. They can also be found in royalty, merchant circles, and adventurering parties out of this belief.

Zafara are incredibly adventerous, comparable to Ruki or Wocky. They can be found on every land in Neopia and adapt to most climates with ease. Most of them are sensitive and naturally artistic, finding work being artists, writers, craftsmen, and minstrels. They also eagerly indulge in magic, with sorcerers being oddly common among Zafara populations.

At some point in Zafara history a civil war occured, though it's never been recorded why the war started. The entire population of Zafara was split down the middle, with both sides steadfast in their beliefs. This war waged on for decades before it died out quietly and silently with the newer generations of Zafara. Scholars believe that this is why Zafara are so well-scattered across the world, with one group of Zafara pushing another out and forcing them to wander.

Zafara Traits

Ability Score Increase
Your Strength and Charisma scores increase by 1.

Alignment
Zafara lean towards good, but are split equally between the structure of law and the freedom of chaos. A law-abiding Zafara can be found in the ranks of monarchy, as scholars in libraries, or well-versed knights. The more chaotic may be minstrels spreading song, wanderers aiding those who need it, or adventurers for hire.

Size
Zafara are 2 to 3 feet tall, with a long jointed tail. Your size is Small.

Speed
Your base walking speed is 25 feet.

Bounding Leap
Your long jump is up to 25 feet and your high jump is up to 10 feet, with or without a running start.

Powerful Kick
You have an incredibly strong kick. When you hit with it, the strike deals 1d6 + your Strength modifier bludgeoning damage.

Lucky
When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Zafara Flame
You know the Fire Bolt cantrip. Charisma is your spellcasting modifier for it.

Languages
You can speak, read, and write Common and one more language of your choice.

Christmas

Ability Score Increase
Your Charisma score increases by 1.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Light Bearer
You know the Light cantrip. Charisma is your spellcasting ability for it.

Paintbrushes and Colors

Neopet species lack subraces. Instead, they have a magical ability to change color and their body quite easily through magical paintbrushes, the Rainbow Pool, or other means. This gives them unique abilities dependent on their color and shape. A neopet can change colors quite easily usually, but some require more extreme methods. Paintbrushes are rare items, typically valued quite highly and precious treasures.

At character creation you get both the Ability Score Increase and all the traits. However, if you change color past character creation you only replace traits that don't give skill proficiencies. You lose the traits from the previous color when you change. If you are replacing traits that occur as you level up, like Vegetable Fortitude, you still have the effect from previous levels.

Assume all neopets can be painted any color (excluding chia pops and species specific ones like Alien). Some neopet species have unique colors or unique variations of colors, like Chia or the Mutant Hissi, check your species page before deciding on a color cause it may have a unique variant.

Faeries cannot change colors or be affected by paintbrushes, instead they have subraces of different types of Faerie.

Common Colors

These are common colors that are found everywhere and have no unique or special properties other than their apperance. These colors include Red, Blue, Green Yellow, Brown, Checkered, Orange, Pastel, Pink, Purple, Polka Dot, Rainbow, Speckled, Split, Spotted, Striped, and White.

Ability Score Increase
Any ability score of your choice increases by 1.

Biscuit and Candy

Ability Score Increase
Your Charisma score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Share Your Sweets
When you roll and expend hit dice during a short rest, you can choose a willing creature to receive the hit points instead.

Camouflage

Ability Score Increase
Your Dexterity score increases by 1.

Mask of the Wild
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Christmas

Ability Score Increase
Your Charisma score increases by 1.

Cold Resistance
You have resistance to cold damage.

Christmas Lights
You know the Dancing Lights cantrip.

Cloud

Ability Score Increase
Your Dexterity score increases by 1.

Defying Gravity
Instead of walking you glide above the ground, ignoring difficult terrain. While you remain within 1 foot of a horizontal flat surface on any solid ground, you can take normal actions and make normal attacks, and can move at your normal walking/running speed.

Cloud Fluff
You're so light and weightless that you float to the ground instead of plummeting. At the end of a fall when you aren't incapacitated, subtract 60 feet from the distance you fell when calculating your falling damage.

Darigan

Ability Score Increase
Your Strength score increases by 1.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Sunlight Sensitivity
You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. If you have Flight already, this trait does not replace it.

Desert

Ability Score Increase
Your Intelligence to Wisdom score increases by 1.

Sand is Grand
You ignore difficult terrain caused by sand and have advantage on Wisdom (Survival) checks to travel in the desert.

Heat Adapted
You automatically succeed on Constitution saving throws made to resist the effects of hot weather.

Extra Language
You can read, speak, and write Qasal.

Dimensional and Glowing

Ability Score Increase
Your Intelligence score increases by 1.

Light Bright
You shed bright colored light in a 5 feet radius and dim light for an additional 5 feet. Completely covering your body with something opaque blocks the light.

Shine
You can cast the Light cantrip centered on yourself. You do not require the material components for it.

Disco

Ability Score Increase
Your Charisma score increases by 1.

Groovy, Baby
You gain proficiency in the Performance skill and have advantage on Charisma checks (Performance) to dance and get down with it.

Electric

Ability Score Increase
Your Dexterity score increases by 1.

Lightning Resistance
You have resistance to Lightning damage.

Cantrip
You know the Shocking Grasp cantrip. Wisdom is your spellcasting ability for it.

Electric

Ability Score Increase
Your Dexterity score increases by 1.

Lightning Resistance
You have resistance to Lightning damage.

Cantrip
You know the Shocking Grasp cantrip. Wisdom is your spellcasting ability for it.

Eventide

Ability Score Increase
Your Charisma score increases by 1.

Guiding Stars
Once per day, you can cast the Guiding Bolt spell at 1st level. When you cast it using this trait, it appears as a comet streaking from your body. Charisma is your spellcasting modifier for this spell.

Faerie

Ability Score Increase
Your Charisma score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Flight
Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. If you have Flight already, this trait does not replace it.

Extra Language
You can read, speak, and write Faerie.

Fire

Ability Score Increase
Your Strength score increases by 1.

Fire Resistance
You have resistance against Fire damage.

Cantrip
You know the Control Flames cantrip.

Ghost

Ability Score Increase
Your Wisdom score increases by 1.

Hybrid Nature
You have two creature types: humanoid and undead. You can be affected by an effect if it works on either of your creature types.

Defying Gravity
Instead of walking you glide above the ground, ignoring non-magical difficult terrain. While you remain within 1 foot of a horizontal flat surface on any solid ground, you can take normal actions and make normal attacks, and can move at your normal walking/running speed.

Incorporeal Movement
You can move through other creatures as if they were difficult terrain. You can also move through solid objects, but your partially-material form cannot pass through more than one foot of stone, one inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you end your movement occupying the same space as a solid object or creature, you are immediately pushed to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

Ghost Vision
Your Ghostly form lets you see things others can't. While you are on the Material Plane, you can see 60 ft into the Ethereal Plain.

Gold, Silver, Maractite, and Marble

Ability Score Increase
Your Constitution score increases by 1.

Inorganic Form
You immunity to disease, resistance to poison damage, and you have advantage on saving throws against being poisoned. You don't need to eat, drink, or breathe.

Tough Skin
When you aren't wearing armor, your base AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Grey

Ability Score Increase
Your Intelligence score increases by 1.

Weep and Sob
As an action on your turn, you can weep pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Numb to the World
You feel perpetually sad. You have advantage on saving throws against being charmed and spells that attempt to sense or change your emotions don't work.

Halloween

Ability Score Increase
Your Dexterity or Charisma score increases by 1.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Scare
You can cast the Cause Fear spell with this trait. Once you cast Cause Fear with this trait, you can't cast that spell with it again until you finish a long rest.

Charisma is your spellcasting ability for this spell. Your DC equals 8 + your Charisma modifier + your proficiency bonus.

Extra Language
You can read, speak, and write Neovian.

Invisible, Sketch, and Transparent

Ability Score Increase
Your Dexterity score increases by 1.

Semi-Transparent
You can turn almost invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Even when you are in plain sight, it takes a successful DC 15 Wisdom (Perception) check to see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Island

Ability Score Increase
Your Constitution score increases by 1.

Island Explorer
You have proficiency in one of the following skills: Acrobatics, Athletics, Nature, or Survival.

Extra Language
You can read, speak, and write Archipelegan.

Maraquan

Ability Score Increase
Your Dexterity or Constitution score increases by 1.

Swimming Speed
You gain a swimming speed equal to your walking speed. If you already have a swimming speed, add 10 ft to it. If you had a flying speed prior to becoming this color, you lose your flying speed.

Amphibious
You can breathe in both the water and air.

Oil Paint

Ability Score Increase
Your Charisma score increases by 1.

Artist's Touch
You gain proficiency with Artist's tools and can use them to change your appearance as if you use the Disguise Self spell. Each time you attempt to change your apperance, roll a Dexterity (Sleight of Hand) check. This effect lasts until you take a long rest, where your appearance turns back to normal.

Origami

Ability Score Increase
Your Dexterity score increases by 1.

Hybrid Nature
You have two creature types: humanoid and construct. You can be affected by an effect if it works on either of your creature types.

Paper Body
You have advantage on saving throws against being poisoned, and you have resistance to poison damage. Additonally, you are immune to non-magical disease and you don't need to eat, drink, or breathe.

Paper Plane
When you fall at least 10 feet above the ground, you can use your reaction to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide.

Pirate

Ability Score Increase
Your Dexterity score increases by 1.

Arrrgressive
You have proficiency in the Intimidation skill.

Krawk Island Training
You have proficiency with rapiers, shortswords, and hand crossbows.

Extra Language
You can read, speak, and write Archipelegan.

Plushie and Burlap

Ability Score Increase
Your Charisma score increases by 1.

Hybrid Nature
You have two creature types: humanoid and construct. You can be affected by an effect if it works on either of your creature types.

Sewn Together
Even though you are a plush creature, you are still a living creature. You are immune to nonmagical diseases. You do not need to eat or breathe, but you appreciate a good tea party.

You don't need to sleep, and magic can't put you to sleep. You can finish a long rest by spending 4 hours in a motionless state, during which you retain consciousness.

Rag Doll
When you take bludgeoning damage, you can use your reaction to gain resistance to the damage, and you are also knocked 5 feet away from the source of the damage. You can't use this reaction if you can't be knocked away from the source of the damage.

Part of the Collection
You are identical in practice to other non-living plushies when you remain motionless.

Relic

Ability Score Increase
Your Constitution score increases by 1.

Stone's Endurance
You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Stop and Pose
You are akin to a living statue. You have advantage on Charisma (Deception) checks to appear as an inert, stone statue.

Royal

Ability Score Increase
Your Charisma score increases by 1.

Ruler's Word
Once per long rest, you can cast the Command spell at 1st level. Charisma is your spellcasting modifier for it.

Extra Language
You can read, speak, and write Meridellian.

Shadow and Stealthy

Ability Score Increase
Your Dexterity score increases by 1.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hidden Step
As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Skunk

Ability Score Increase
Your Wisdom score increases by 1.

Noxious Spray
You know the Poison Spray cantrip. Wisdom is your spellcasting modifier for it.

Snow

Ability Score Increase
Your Wisdom score increases by 1.

Frozen Body
You have resistance to cold damage but are weak to fire damage.

Cantrip
You know the Frostbite cantrip. Wisdom is your spellcasting modifier for it.

Starry

Ability Score Increase
Your Intelligence score increases by 1.

Magic Outburst
Once per day, you can cast the Chaos Bolt spell at 1st level by welling up magical energy within yourself. When you cast it using this trait, it appears as a chaotic mess of stars or a comet. Intelligence is your spellcasting modifier for this spell.

Steampunk

Ability Score Increase
Your Intelligence score increases by 1.

Tool Proficiency
You are proficient with Tinker's Tools and one other artisans tool of your choice.

Strawberry

Ability Score Increase
Your Wisdom score increases by 1.

Vitamin C Rich
You have advantage on saving throws against being diseased, and magic can't put you to sleep.

Pick Your Own
As an action, you can use one or more of your available hit dice to cast the Goodberry spell, without the material components. When cast this way, the number of berries created by the spell is dependent on the amount of hit dice expended. Once you have cast Goodberry using this trait, you can't cast it again until you finish a long rest.

Swamp Gas

Ability Score Increase
Your Dexterity score increases by 1.

Distinct Smell
You have a certain smell coming off of you. You have Disadvantage when you roll a Dexterity check (Stealth) roll to avoid being noticed within 10 feet of someone.

Swamp Gas
Once per day you can cast the Fog Cloud spell centered on you at 1st level. The fog created by this spell shares your characteristics, mainly your smell.

Semi-Transparent
You can turn almost invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Even when you are in plain sight, it takes a successful DC 15 Wisdom (Perception) check to see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Toy

Ability Score Increase
Your Charisma score increases by 1.

Hybrid Nature
You have two creature types: humanoid and construct. You can be affected by an effect if it works on either of your creature types.

Manufactured
You are immune to nonmagical diseases. You do not need to eat or breathe, but you appreciate a good tea party.

You don't need to sleep, and magic can't put you to sleep. You can finish a long rest by spending 4 hours in a motionless state, during which you retain consciousness.

Playtime
You were built for a specific purpose, pick one of the following traits

> Inflatable
> You float on the top of water or other liquids. You have a floating speed equal to your walking speed. You can carry one creature of a Medium or smaller size without issue.
>
> Musical
> You have a musical instrument of your choice implemented into you and are proficient in it. You also gain proficiency in Performance, if you don't already have it.
>
> Cooperative Play
> You can give advantage to an allies attack using the Help action from 10 ft away, instead of 5 ft.

Tyrannian

Ability Score Increase
Your Strength or Constitution score increases by 1.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Natural Attack
You have sharp teeth, horns, nails, or tusk that allow you to make unarmed attacks. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike. If you already have a Natural Attack, this replaces it.

Extra Language
You can read, speak, and write Tyrannian.

Valentine

Ability Score Increase
Your Charisma score increases by 1.

Lover
You have proficiency in the Persuasion skill.

The Power of Love
Whenever you take the Help action, you gain temporary hit points equal to your level that last until the start of your next turn.

Water

Ability Score Increase
Your Dexterity score increases by 1.

Amphibious
You can breathe in both the water and air.

Amorphous
You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You also have advantage on ability checks you make to escape a grapple.

Cantrip
You know the Shape Water cantrip and can use it to shape your own body.

Woodland

Ability Score Increase
Your Wisdom score increases by 1.

Plant Nature
Even though you are not fully a plant, you share the characteristics of one. As long as you are in direct sunlight for at least 4 hours a day, you do not need to eat. Additionally, you can breathe through your leaves and extremities and you can absorb water and nutrients through your feet.

Even if you are not proficient in stealth, you can add your proficiency bonus to Dexterity checks (Stealth) that you make to hide in natural environments, like forests.

Deep Rooted
As long as your feet are on natural ground, you have advantage on Strength saving throws and on all ability checks you make to resist being pushed, shoved, knocked prone, or otherwise moved involuntarily.

Wraith

Ability Score Increase
Your Strength score increases by 1.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bloodthrist
You can drain life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Born of Fear
You have advantage on saving throws against being frightened.

Zombie

Ability Score Increase
Your Strength score increases by 1.

Hybrid Nature
You have two creature types: humanoid and undead. You can be affected by an effect if it works on either of your creature types.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity
You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Big Eater
You gain nourishment from eating any organic material, regardless of its freshness or source. You may add your Proficiency bonus to Constitution saves to resist the effects of ingested poisons, as well as on Constitution saves to resist diseases caused by ingested substances (such as spoiled food).

Relentless Endurance
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Rare and Unique Colors
The following colors are rare and unique, typically acquired by odd circumstances, rewards for great quests, or insane experiments. Discuss with your DM how you became this color, or were you created as it, and were you originate from. It's rare you'll turn into these, more likely starting as them.

Clay

Ability Score Increase
Your Constitution score increases by 1.

Shapechanger
As an action, you can change your appearance. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Chocolate and Custard

Ability Score Increase
Your Constitution score increases by 1.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Share Your Sweets
When you roll and expend hit dice during a short rest, you can choose a willing creature to receive the hit points instead.

Ice

Ability Score Increase
Your Constitution score increases by 1.

Frozen Body
You have resistance to cold damage but are weak to fire damage.

Cold Magic
You know the Frostbite cantrip. Starting at 3rd level, you can cast the Ice Knife spell with this trait.

Once you cast Ice Knife with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom is your spellcasting modifier for these spells.

Jelly

Ability Score Increase
Your Charisma score increases by 1.

Jiggly Body
When you are hit by Bludgeoning damage, you can use your reaction to gain resistance against it and bounce 5 ft away from the source of the damage.

Bouncy Body
Your body is bouncy and takes falls with ease! You take half damage from falls of 60 feet or less. Additionally, whenever you land after falling 10 or more feet, you can choose how you land, and land standing instead of prone.

Gummy Bounce
Your long jump is up to 25 feet and your high jump is up to 10 feet, with or without a running start. If you already have this trait, add 10 feet to your long jump height and 5 to your high jump.

Magma

Ability Score Increase
Your Constitution score increases by 1.

Made of Fire
You have resistance against fire damage and you automatically succeed on Constitution saving throws made to resist the effects of extreme heat.

Firestarter
You know the Produce Flame cantrip. Starting at 3rd level, you can cast the Burning Hands spell with this trait. Starting at 5th level, you can cast the Heat Metal spell with this trait.

Once you cast Burning Hands or Heat Metal with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this subrace).

Mosiac

Ability Score Increase
Your Constitution score increases by 1.

Tiled Body
When you aren't wearing armor, your base AC is 15. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Ceramic
When you take piercing damage, you can use your reaction to gain resistance to the damage by making it hit one of your tiles. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mutant

Ability Score Increase
Your Strength or Constitution score increases by 1.

Darkvision
You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mutant Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Powerful Build
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Robot

Ability Score Increase
Your Constitution score increases by 1.

Inorganic Form
You immunity to disease, resistance to poison damage, and you have advantage on saving throws against being poisoned or paralyzed. You don't need to eat, drink, or breathe.

You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest
When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection
When you aren't wearing armor, your base AC is 15. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Snot

Ability Score Increase
Your Wisdom score increases by 1.

Natural Resillience
You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

Amorphous
You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You also have advantage on ability checks you make to initiate or escape a grapple.

Sponge

Ability Score Increase
Your Charisma score increases by 1.

Porous
You have advantage on saving throws against poison, and you have resistance against poison damage.

One More Hole
When you take piercing damage, you can use your reaction to gain resistance to the damage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Faeries

"What angel wakes me from my flow'ry bed?"
Titania, Act 3 Scene 1

Faeries are powerful, magical beings that originated before Neopets, perhaps even before Neopia. They are majority a female race and their size ranges with their age, power, and circumstances. Faeries are born out of pure magic and their creation is unclear, though it appears that Faeries make other Faeries.

Faeries belong to a concept, most of the time it's an element but some devote themselves to other ideas. A Faerie may be born into their identity or find it later in life. The most common Faerie types are Air, Earth, Fire, Water, Light, and Dark. No matter what a Faerie is, if her wings get cut off she becomes a Grey Faerie, a depressed and sad creature.

Faeries live across Neopia, but originate from Faerieland. They were given the power to create Faerieland from the god Calabrus. At one time it was a floating island, but it crashed into the surface of Neopia due to the Xweetok named Xandra. They are ruled by the Faerie Queen Fyora.

Faerie Traits

Ability Score Increase
Your Intelligence score increases by 2.

Age
Faeries grow at the same rate as humans but don't socially reach adulthood until her 100th birthday. They can live for over a century.

Alignment
A Faeries alignment tends to coincide with her fairy type. Air, Water, and Space fairies tend to value freedom more than strict law. On the other hand, Earth, Battle, and Light value a well-organized society and the benefits it has, along with believing in the instrumental laws of the universe. A Grey fairy is unique in that it has no particular taste for any strict alignment, floating between them as she needs to. Dark and Fire Faeries are the most easily drawn to evil, though not all of them are.

Gender
All Faeries are female traditionally, but as magical as they are it's likely there's male, nonbinary, and transgender faeries somewhere.

Size
Faeries grow in size as they gain power, with the smallest being mere inches while the most powerful are 5 - 6 feet in height. Your size is Small or Medium, chosen when you select this race.

Speed
Your base walking speed is 30 feet and a flying speed equal to your walking speed. If you are a Water faerie, you have a swimming speed instead of a flying speed.

Trance
Faeries do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance." While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Languages
You can speak, read, and write Common and Faerie.

Air

Air Faeries are creative and freethinking indivduals who value freedom and the ability to travel over anything. They rarely stay in one place and reward those who free the imprisoned.

Ability Score Increase

Your Dexterity score increases by 1.

Unending Breath

You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind

You know the Shocking Grasp cantrip. Starting at 3rd level, you can cast the Feather Fall spell with this trait, without requiring a material component.
Starting at 5th level, you can also cast the Levitate spell with this trait, without requiring a material component.

Once you cast Feather Fall or Levitate with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Dark

Dark Faeries are traditionally evil and wicked creatures. however, this view is partly made out of folklore that frames them as beings that tempt the weak. While some Dark Faerie magic is uniquely based in social agreements, they aren't all out to spread evil. They are resourceful, cunning faeries who are often misunderstood.

Ability Score Increase

Your Intelligence score increases by 1.

Dark Resistance

You have resistance to necrotic damage.

Darkvision

Accustomed to darkness and the shadowy corners of Neopia, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Night's Becoming

You know the Dancing Lights cantrip. When you reach 3rd level, you can cast the Faerie Fire spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Darkness spell.

Once you cast Faerie Fire or Darkness with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Earth

Earth Faeries live in forests of Neopia, typically creating their homes in the branches of tall trees. They love to collect items and will typically reward those who bring them something they covet.

Ability Score Increase

Your Wisdom score increases by 1.

Earth Walk

You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.

Merge with Stone

You know the Blade Ward cantrip. You can cast it as normal, and you can also cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Starting at 5th level, you can cast the Pass Without Trace spell with this trait, without requiring a material component. Once you cast that spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Fire

Fire Faeries are mischievous and tricky, they love to create havoc. They can be found in the hottest places of Neopia, particularly Tyrannia and Moltara. While they are tricky, they are particuarly combat-orientated.

Ability Score Increase

Your Strength score increases by 1.

Fey Ancestry

You have resistance to fire damage.

Reach to the Blaze
You know the Produce Flame cantrip. Starting at 3rd level, you can cast the Burning Hands spell with this trait.
Starting at 5th level, you can also cast the Flame Blade spell with this trait, without requiring a material component.

Once you cast Burning Hands or Flame Blade with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Light
Light Faeries live high in the clouds. They are traditionally good-natured and strong believers in law. Some people believe Queen Fyora was a light Faerie before she was Queen.

Ability Score Increase
Your Charisma score increases by 1.

Radiant Resistance
You have resistance to radiant damage.

Light Bearer
You know the Light cantrip. Starting at 3rd level, you can cast the Bless spell with this trait. Starting at 5th level, you can also cast the Lesser Restoration spell with this trait.

Once you cast Bless or Lesser Restoration with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Water
Water Faeries are rarely seen, hiding beneath the waters of Neopia. They prefer rivers, streams, and other freshwater over the sea. The water around them is magically cleaned and many Neopets will seek them out for magical healing.

Ability Score Increase
Your Dexterity score increases by 1.

Amphibious
You can breathe both air and water.

Acid Resistance
You have resistance to acid damage.

Defying Gravity
Instead of walking you glide above the ground, ignoring non-magical difficult terrain. While you remain within 1 foot of a horizontal flat surface on any solid ground, you can take normal actions and make normal attacks, and can move at your normal walking/running speed.

Uncommon Faerie Types
These Faeries are rare to see and their populations tend to be in the tens. They may be highly specified versions of the core Faerie types or entirely new concepts, like Tooth or Soup. If you want to make your own Faerie type, use the following outline:

Ability Score Increase
One of your Ability Scores incease by 1.

Resistance
You have resistance to one of the following damage types: fire, cold, acid, radiant, necrotic, or lightning.

Spellcasting
You know a cantrip. Starting at 3rd level, you can cast a 1st level spell with this trait. Starting at 5th level, you can also cast a 2nd level spell with this trait.

Once you cast that 1st or 2nd level spell with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Battle
Battle Faeries are trained in physical combat and far more equipped than most Faeries, who prefer to strike from afar and with magic. Traditionally, theres only one Faerie actually called the "Battle Faerie" at one time and they serve as Faerieland's chief blacksmith.

Ability Score Increase
Your Strength score increases by 1.

Combat Training
You have proficiency with the longsword, shortsword, shortbow, longbow, and shields.

Vengeful Assault
When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack against that creature. You can do this once per short or long rest.

Grey
Grey Faeries are the only type of Faerie that is made from another type of Faerie. A Grey Faerie is made when a Faerie loses her wings, either through an accident or having them ripped off of them by Faerie hunters, and loses her name. A Grey Faerie's magic is severely limited and they can't fly, sending most who turn into one into a deep depression. Most look at them with pity and believe you will be cursed with permanent bad luck if you are mean to a Grey Faerie.

Currently, there is no known method to turn back from being a Grey Faerie as Faerie wings are very delicate and would require extreme magic to restore them properly.

Water Faeries are uniquely immune to turning into Grey Faeries because of their lack of wings. A Grey Faerie is different from a Faerie who is grey, in other words a Faerie who has been magically painted grey.

Ability Score Increase
Your Wisdom score increases by 1.

No Flight
You don't have the ability to fly anymore as your wings have been clipped.

Weep and Sob
As an action on your turn, you can weep pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Borrowed Magic
Once per combat, you can request an ally within 30 feet of you to use their magic in your stead. You give your action up and they can cast a cantrip or 1st level spell in your place at your desired target.

Island
Island Faeries originate from the islands in the East Neopian sea. Most of them worship Mumbo Pango and some of their power is shared with him. They are cunning and clever Faeries who have created a unique magic that enables the combining of items into a singular item. While odd, this magic has high utility value being able to make better armor, weapons, and magic items by combining multiple aspects of multiple things into one object.

Ability Score Increase
Your Constitution score increases by 1.

Wooden Spoon
You are proficent in Cook's Utensils.

Combine and Stir
You know how to use magic to combine items together. When you finish a short or long rest, you can take two items that are of the same category (like two armor pieces) and put them in a container over a fire. If they cook for atleast 10 minutes, they combine into one item. You decide what properties are replaced and which item's weight and size the result is. At 5th level, you can combine magical items of common and uncommon rarity.

Library
Library Faeries are found in libraries, bookstores, and archives reading, organizing, and archiving the literary works of Neopia. A Library Faerie finds her talent early with an interest in literature at a young age. Next to other Faeries, her intelligence is her defining trait often having a well-rounded education.

Ability Score Increase
Your Intelligence score increases by 1.

Extra Language
You can read, speak, and write one additional language of your choice.

Well-Read
You are proficient in one of the following skills: Arcana, History, Nature or Religion.

Bearer of Knowledge
Once per long rest, you can cast either Identity or Comprehend Languages, without requiring the material components. You can also cast either of those spells using any spell slots you have of the appropriate level.

Negg
Negg Faeries are Faeries who collect, study, and consume neggs. Neggs aren't just an interest to them, it's a lifestyle. They are considered a variation of the Earth Faeries, due to their focus on a specific plant.

Ability Score Increase
Your Constitution score increases by 1.

Speech of Leaf
You have the ability to communicate in a limited manner with Plants and vegetation. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Collector's Instinct
You know the Druidcraft cantrip. Starting at 3rd level, you can cast the Goodbery spell with this trait. Starting at 5th level, you can also cast Locate Object with this trait. Negg Collectors love this spell as it's useful for locating nearby Neggs.

Once you cast Goodberry or Locate Object with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Shenkuu
These Faeries come from Shenkuu, a merchant town balancing on mountaintops. Shenkuu was isolated for a long period, hidden by the fog that swallows the mountain but was discovered after a ship wrecked near the town. There are only a few of these Faeries in existance and they typically stay near Shenkuu rather than going into the wildly foreign lands of Neopia.

Ability Score Increase
Your Wisdom score increases by 1.

Ability Enhance
You know the Druidcraft cantrip. At 5th level, you can cast Enhance Ability with this trait.

Once you cast Enhance Trait with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast it using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

The Sight
When you finish a long rest, you see a glimpse into the future. Roll a single d20 and record the number.

You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretelling roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

You can use this foretelling roll only once. When you finish a long rest, you lose any unused foretelling rolls. If you get the School of Divination's Portent feature, it overrides this trait.

Snow
Snow Faeries live in the highest parts of Terror Mountain, living in igloos or deep in cold caves. They share the healing abilities of Water Faeries, particularly capable at curing curses. While they are resistant to the cold, they still feel the sting of the blizzard and are often seen wearing large coats or furs.

Ability Score Increase
Your Wisdom score increases by 1.

Cold Resistance
You have resistance to cold damage.

Winter Magic
You know the Frostbite cantrip. Starting at 3rd level, you can cast the Ice Knife spell with this trait. Starting at 5th level, you can also cast the Snilloc's Snowball Storm spell with this trait, without requiring the material component.

Once you cast Ice Knife or Snilloc's Snowball Storm with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Soup
Soup Faeries, also known as Soup Kitchen Faeries, are kind and charitable Faeries who spend their lives feeding the hungry and less forunate. They are the most loved of any Faerie by the poor, even above Queen Fyora. Compared to other Faeries, they dress less regal, preferring simple clothes that wash easily. They are natural cooks in the kitchen and can produce large amounts of food with ease.

Ability Score Increase
Your Wisdom score increases by 1.

Chef's Tools
You are proficient in Cook's Utensils.

Faerie's Soup
As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.

Faerie's Treat
With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

Space

Space Faeries dwell in, well, space and most of them help defend Neopia from intergalatic threats. They can telepathically communicate with eachother, letting them communicate in the vaccum of space. There is only a few known to Neopians, but there's no telling how many exist.

Ability Score Increase

Your Intelligence score increases by 1.

Darkvision

Accustomed to darkness and the shadowy corners of Neopia, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Origins from Space

You can breathe normally in any environment (including a vacuum) and you have advantage on saving throws against harmful gases like inhaled poisons or gaseous breath weapons.

Telepathy

You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

Space Psionics

Starting at 3rd level, you can cast the Shield spell with this trait. Starting at 5th level, you can also cast the Detect Thoughts spell with it.

Once you cast Shield or Detect Thoughts with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Extra Language

You can read, speak, and write Kreludan.

Tooth

Tooth Faeries are rare, even in comparsion to other uncommon Faerie types. They are focused on dental health of the population of Neopia and are not overly popular due to their incessant reminders. Children, however, love them as they will reward lost teeth with money and other small trinkets.

Ability Score Increase

Your Constitution score increases by 1.

Dental Training

You have proficiency in the Medicine skill.

Annual Cleaning

You know the Mage Hand cantrip. Starting at 3rd level, you can cast the Detect Poison and Disease spell with this trait. Starting at 5th level, you can also cast the Lesser Restoration spell with this trait, without requiring the material component.

Once you cast Detect Poison and Disease or Lesser Restoration with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.